



Holiday Gift Guide

The perfect games
for every gamer!



Dodworld: Abe's Exodus

PlayStation

GAMEPRO

ISSUE
123

WORLD'S LARGEST MULTIPLATFORM
GAMING MAGAZINE

TOMB RAIDER III

PlayStation
Power!

Lara's adventures just
keep getting better!

OVER
90
GAMES!



- Star Wars: Rogue Squadron
- Duke Nukem: Time to Kill
- G Police 2: Weapons of Justice
- Quake II • Wipeout 64
- A Bug's Life • NHL '99
- NBA Live '99
- Cool Boarders 3
- Rush 2: Extreme Racing USA

www.gamepro.com

In 100 Communications Publications
December 1998
\$4.99 Canada \$6.50



123

PC GAMEPRO

- Myth II
- Half-Life
- Indiana Jones and the Infernal Machine



Watch
GAMEPRO TV
on Fox Sports Net.
Check local listings!

Twisted Metal III



PlayStation

South Park



Nintendo 64

Metal Gear Solid
PlayStation



HOW TO BEAT!

WCW/NWO
REVENGE
Nintendo 64



THE ONLY GAME BIGGER



OH MY GOD! SOUTH PARK IS UNDER ATTACK!
THERE'S A GIANT COMET HEADING TOWARD
THE TOWN AND IT'S UP TO YOU TO SAVE THEM!
(YEAH, THIS GAME'S GONNA HAVE SOME PRETTY
#%G !*% -UP %#\$*.) WE GOT ANAL-PROBING
ALIENS, BIG EVIL CLONES, DEMENTED TURKEYS,
AND OF COURSE, TERRANCE AND PHILLIP. IT'S THE
ONLY GAME BIGGER THAN CARTMAN'S BIG FAT A**.



TM

This game is for mature audiences.



THAN CARTMAN'S BIG FAT A**!



Help those children!



With this new Cow-Launcher, people will really respect your AUTHORITY!



Dozens of sweet environments without any lame, tree-hugging hippies!



HOWDY HO your way through mega multi-player action!



Akclaim
www.akclaim.net



"I USUALLY VISUALIZE THE
THAT'S ABOUT ALL



NAUGHTY DOG



JUMP BEFORE I TAKE OFF.
THE HELP I NEED."



After some 1-2-3s here, he's ready to leap through the final level of his world. Pod down Road 10 in "Take Flight" in a biplane. Spin through "Aerobics" on land through trial balloons. You can't! Crash has got a brand-new super-motorcycle! It's all in a double-jump, a death-defying X, and a bumble. You can't do this until you play! "Oh-Cool! CRASH BANDICOOT WRAPPED" is here. And it is his most mind-blowing crash.





IF YOU CAN READ THIS,
I'LL BLOW YOU UP.

CAUTION:
THIS CAR HARMES SHOCKED EXPLOSIONS.

...THERE IS A WEASEL



I SCRIM



PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment America Inc. Real Drive is a trademark of Sony Computer Entertainment Inc. Team Fortress is a registered trademark and its characters are trademarks of Sony Computer Entertainment America Inc. ©1997 Sony Computer Entertainment America Inc. Developed by id Software. ©1997 Sony Computer Entertainment America Inc.



TRUST US,
IT'S NOT THE CALORIES
THAT'LL KILL YOU.

PlayStation



SWEET TOOTH IS BACK AND HE'S ARMED TO THE HILT. FEATURING 10 DEADLY WORLDS, 12 UNIQUE COMBAT VEHICLES AND AN INTENSE DEATHMATCH ARENA, THIS GAME IS PACKED WITH BONE-JARRING, NECK-ENAPPING AUTO-MOTIVE MAYHEM. THROW IN EXPLOSIVE MUSIC BY ROB ZOMBIE, POWERFUL NEW WEAPONS, KILLER COMBO MOVES, AND TWISTED METAL III WILL DESTROY YOU FASTER THAN A 15-Scoop BUNDAE.



TWISTED METAL™ III

LIFE ON THE ROAD IS HELL.



www.989studios.com

Now

You're Cooking With Gas.



Flesh-eating Fleeches! Undead Mudmonsters! Bone-grinding Creecoreel



Tons of cool new power-ups!
Invisibility! Healing powerup! And more!



Abs more! All emotions! More panic!
More tailing! More bleeding!



Save the Mudmonsters! We Pay your
bills anywhere!

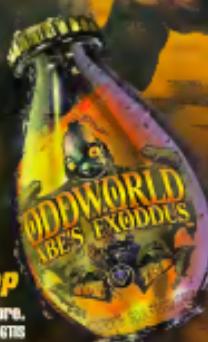


Other heroes have swords, chainsaws, and vaporizers to deal with their monstrous enemies. In Oddworld, all you've got is gas. Abe now has the ability to possess his own farts and blow his enemies away! It's a power he's going to need if he's going to stop the Glakken Meat Barons from making Soulstorm Brew - the only beverage made from real Mudokon tears and bones. Fart possession. No other game has it and frankly, we're not sure any other game would want it!



odd to the last drop

Available at your local retail store.
Order direct at www.gtstore.com or call 1-800-810-GTIS



© NEED A HIT?
1-800-CALL-2GT



A.L.I.V.E.
Action/Lighting/Interactive
Entertainment



ODDWORLD
INHABITANTS™
www.oddworld.com

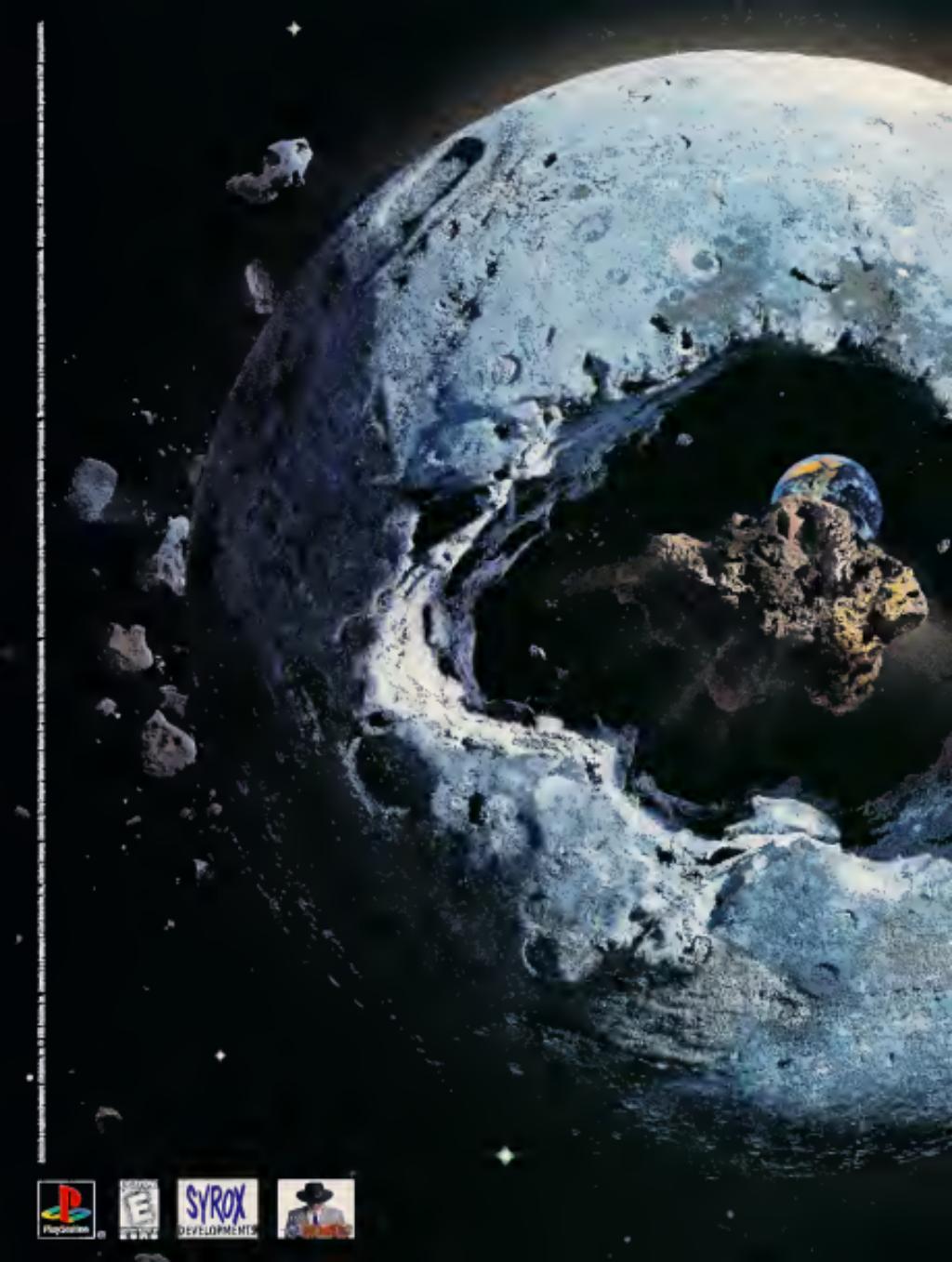
G
GT Interactive
Software
www.gtstore.com

Play your options. An 18% fee
will be added to all purchases.
Must be 18 years of age or older to
purchase. Not for persons under
the age of 18. © 1998

Oddworld: Abe's Exoddus © 1998 Oddworld Inhabitants, Inc. All Rights Reserved. Created by Eolithsoft. Published and Distributed by GT Interactive Software Corp. VIVA is a trademark and the VIVA logo is a registered trademark of VIVA Interactive, Inc. All other trademarks are the property of their respective corporation.



SYROX
DEVELOPMENT



ACTIVISION.
www.activision.com

ASTEROIDSTM

Hitting Earth November 1998.



NOW AVAILABLE FOR YOUR
GAME BOY COLOR



RUSH
INTERSTATE FREIGHTERS

RAMPAGE
THE CITY



MIDWAY
NINTENDO



www.midway.com

**Take the
artificial
out
of intelligence.**



play against real people for free at

www.heat.net



© 1998 Heatnet Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All information contained, but not limited to, text, art, photographs, and illustrations, is the exclusive property of the publisher. Information contained in this publication may be used in your personal and non-commercial publications only if it is reproduced in its entirety. Heat.net, Heat, and the Heat.net logo are registered trademarks of Heatnet Communications, Inc. All other trademarks and service marks are the property of their respective owners. Virtua Fighter and Virtua Fighter 2 are registered trademarks of Namco of America, Inc. Sega Genesis, Sega, Sega CD, and Game Gear are registered trademarks of Sega of America, Inc. Sony PlayStation is a registered trademark of Sony Computer Entertainment of America, Inc. and its affiliated companies. The 3DO Company, 3DO is a registered trademark of Philips Electronics North America Corporation. Access to the Internet is provided by America OnLine, a registered trademark of AOL Time Warner Interactive, Inc. Printed in the USA.

GAMEPRO

The World's Largest Multiplatform Gaming Magazine

Publisher John F. Pecorino

Editor-in-Chief
Director of Editorial
and Creative Services

Managing Editor
Associate Managing Editor
Senior Editors

Senior Associate Editor
Associate Editor
Associate Editor
Copy Editor
Editorial Interns

Contributing Writer
Oversize Correspondent
Senior Designer
Designer
Design Interns

Production Manager
Assistant Production Manager
Production Coordinator

Executive Editor, Online
Senior Online Producer
Online Producer

Assistant Online Producer
Senior Advertising Coordinator

Executive Editor, Online

Senior Online Producer

Assistant Online Producer

Senior Advertising Coordinator

Karen Bell

Shelly Palmer

Jeanine Kohle

Lisa Chang

Ginger Daniels

Todd Reeves

Curtis Fletcher

Chris Kostman

Kevin Bell

John F. Pecorino

Kristin A. Shuckard

Cynthia Sander

Maury Mandel

Erica Miller

See Murphy

Carrie Aguilar

Maria Castellanos

Brian F. Burns

Leanne Chang

Nathalie Ben

Mark Lieders

William J. Romeo

Bill House

Katja Rausse

Inese Rosete

Therese Ross

Wiliam Wright

Matthew Holmes

Marilyn Miller

Patrick J. Pecorino



President and CEO
Executive Assistant to the President

Senior Vice President
Executive Assistant

Vice President

Director of Human Resources
Senior Human Resources Representative
Human Resources Associate

Vice President of Finance and Operations
Business Manager
Billing Analyst

Marketing Director
Creative Manager
Associate Director
Circulation/Distribution Specialist
Circulation Specialist

Manager of Information Systems
Network Administrator
Desktop Support Specialist

Recipient

Founder, GamePro Magazine

John F. Pecorino
Kristin A. Shuckard

Cynthia Sander
Maury Mandel

Erica Miller

See Murphy
Carrie Aguilar
Maria Castellanos

Brian F. Burns
Leanne Chang
Nathalie Ben

Mark Lieders

William J. Romeo

Bill House

Katja Rausse

Inese Rosete

Therese Ross

Wiliam Wright

Matthew Holmes

Marilyn Miller

Patrick J. Pecorino

GamePro is owned by IDG Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All information contained, but not limited to, text, art, photographs, and illustrations, is the exclusive property of the publisher. Information contained in this publication may be used in your personal and non-commercial publications only if it is reproduced in its entirety. Heat.net, Heat, and the Heat.net logo are registered trademarks of Heatnet Communications, Inc. All other trademarks and service marks are the property of their respective owners. Virtua Fighter and Virtua Fighter 2 are registered trademarks of Namco of America, Inc. Sega Genesis, Sega, Sega CD, and Game Gear are registered trademarks of Sega of America, Inc. Sony PlayStation is a registered trademark of Sony Computer Entertainment of America, Inc. and its affiliated companies. The 3DO Company, 3DO is a registered trademark of Philips Electronics North America Corporation. Access to the Internet is provided by America Online, a registered trademark of AOL Time Warner Interactive, Inc. Printed in the USA.

For subscriptions, address: P.O. Box 22027, Berkeley, CA 94702-2027, or call (800) 227-4422.



Respected coach and video gameologist Tom "The Thump" Blake says that it's impossible for video game players to know where they're going without appreciating where they've been. That's why Coach Blake recommends learning about these



VIDEO GAME ANTIQUES AND COLLECTIBLES

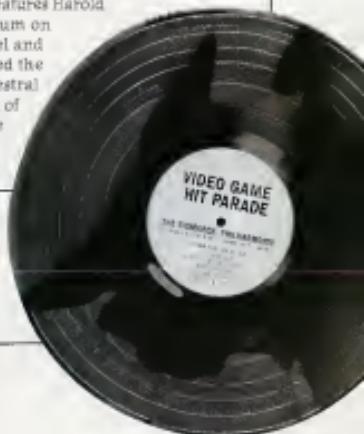
"Five Tons o' Fun" claimed the catchy ad for the Koenmo 100. This "must have" for any serious video game collector was the first game system to use cartridges. The computer was the size of two city blocks and the cartridges were the size of a '77 Gremlin. The system sold for \$31,093.435.99 which included a lawn-darts game cartridge.



Coach Blake's framed 1991 Van Zeph Prize for Physics. This one-of-a-kind item, discovered in the attic of a Hungarian row house and recently offered at auction in London, fetched \$63.93, establishing a new benchmark for Von Zeph Prizes won by video gameologists.



The Busimard Philharmonic salutes the music of video games. This platinum-selling LP features Harold Kerningstrum on glockenspiel and is considered the finest orchestral adaptation of video game music.

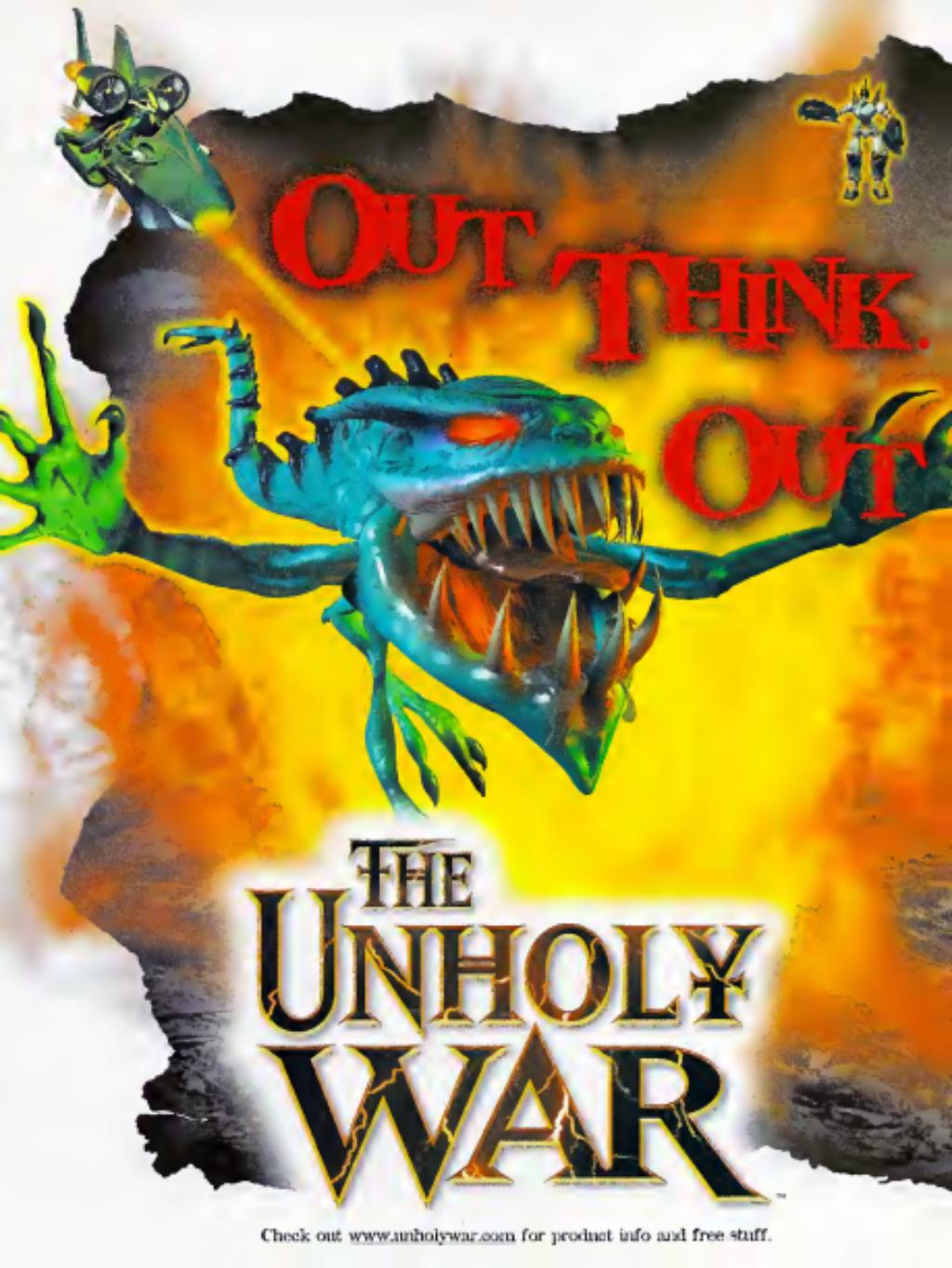


Coach Blake also says that for the very latest video game stuff go to Target. They always have all the latest games with no waiting lists or pre-ordering. Not to mention great prices like The Legend of Zelda for just

\$59.99.

Get into the game.

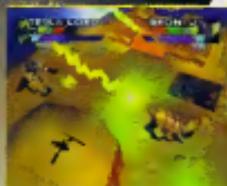
TARGET
EXCEPT MORE PAYLESS



OUT THINK.
OUT

THE UNHOLY WAR

Check out www.unholywar.com for product info and free stuff.



**"Super addictive
two-player combat!"**

— videogames.com

**"Fast, challenging & addictive, The Unholy War
is a unique thinking man's action game."**

— PSExtreme Magazine

From the creators of
Star Control™ I & II
and the co-designer of **Arathon™**

MANEUVER. OUTLIVE.

Join an epic 2-player struggle where
only the fittest survive.

Your objective? Utter annihilation.

Your tactics? Outwit and outmaneuver your enemy.

Then engage in fierce real-time 3D battles.

The outcome? Absolute domination.



www.crystald.com



Crystal contains the Crystal Dynamics logo, the G.E.R. Character Legacy of Kain: Soul Reaver, The Unholy War and the related characters are trademarks of Crystal Dynamics. ©1998 Crystal Dynamics. All rights reserved. Crystal is a trademark of Midway Associates, Inc. Kain is a trademark of Acclaim, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The PlayStation logo is a trademark of The Interactive Digital Software Association. EIDOS Interact is a trademark of EIDOS PLC. All rights reserved.

EIDOS

INTERACTIVE

www.eidosinteractive.com



© 2001 Michael Arts Publishing. All rights reserved. The Michael Arts Publishing logo, LAPD, Future Cup, and the PlayStation logo are registered trademarks of Michael Arts Publishing. All rights reserved. PlayStation is a registered trademark of Sony Computer Entertainment Inc. THIS PRODUCT IS NOT ENDORSED BY NOR ASSOCIATED WITH THE LOS ANGELES POLICE DEPARTMENT.

SERVE. PROTECT. SURVIVE.



In Area 80, L.A. has gone to hell. Thankfully, hell is within your jurisdiction. Lawless gangs packin'-thermo-nukes, bio-agents and other bad mojo are trying to get to the City of Angels. Keep the peace with this plucky, yet still-purposeless hovercraft. Walkin', and sit-uppurse justice dispenser. It's like plusing "good cop/bad cop". Only without the good cop.



ELECTRONIC ARTS™
www.FutureCop.com



Contents

GamePro

DECEMBER 1998

Cover Feature



52 Tomb Raider Risks

The adventures continue! Lara Croft is back (and looking better than ever) to lead PlayStation gamers on another death-defying quest for ancient antiquities.



Special Features

60 GamePro's Holiday Shopper's Guide

Still can't think of what to get that gung-ho gamer on your shopping list? Check out these excellent can't-miss holiday ideas from the expert editorial staff at GamePro.



64 Control This: A Game Controller Roundup

Whether it's for your PlayStation or your Nintendo 64, everybody could use another game controller... or three! The GamePros torture-test a bunch so you don't have to.



132 Arcade World '98

Break out your quarters! Here are all the hot arcade games from the AMOA show in Nashville and the JAMMA show in Tokyo.



274 FIGHTER'S EDGE

WCW/NWO Revenge (Nintendo 64)

Master all the moves for the 10 best wrestlers and Revenge will be sweet!



265 MediEvil

PlayStation ProStrategy Guide

Get your skeletal mitts on all of MediEvil's Chalice! We even give you a few tips on how to get through some of the game's more challenging areas.



240 Metal Gear Solid

PlayStation ProStrategy Guide



Don't have enough stealth in your game? Check out this complete

ProStrategy Guide to Metal Gear Solid and foil the terrorists' attempts to destroy the free world.



288 S.W.A.T. PRO

Passwords, codes, tips, and tricks for NFL Blitz, Tenchu: Stealth Assassins, Madden NFL '99, and more!

Graphic Courtesy of IBM

Train for an exciting career
in janitorial services.

Ed



TONIC
TROUBLE

Get ready to mess with it.

© Nintendo, 1996

TM and © 1996 Nintendo of America Inc. and Nintendo of America Inc. Licensed by Nintendo.



Contents

GamePro
DECEMBER 1998

ProReviews



Bushido
Blade 2!
Page 172.

GamePro Classics



112 PC GamePro

140 Nintendo 64

160 PlayStation

204 GamePro Classics

210 Video Game Survivor's Guide

220 Sports Pages

244 Role-Player's Realm



Rush 2 Extreme Racing USA/
Page 149.



NBA Live '99 Page 220 and 230.



Metal Gear Solid! Page 160.



Thrill Kill—
see you!
Page 44.

Departments

28 Head2Head

Tis the season for video games.

32 Art Attack

36 Buyers Beware

The consumer's hotline.

38 NetPro

HoverPace wins the
checkered flag.

44 ProNews

Thrill Kill killed.

72 Sneak Previews

Twisted Metal III, Duke II, Star Wars: Rogue Squadron, South Park, and more!

112 GamePro

Return Fire 2, Indiana Jones and the Infernal Machine, Half-Life, and more!

132 Hot at the Arcades

Crash Bandicoot 2: Cortex Strikes Back, Diddy Kong Racing, and Final Fantasy VII revisited! Plus classic codes!

204 GamePro Classics

Crash Bandicoot 2: Cortex Strikes Back, Diddy Kong Racing, and Final Fantasy VII revisited! Plus classic codes!

210 Video Game Survivor's Guide

220 Sports Pages

244 Role-Player's Realm

Kagami: Deception II and The Legend of Zelda: Ocarina of Time!



Half-Life!
Page 116.

GameFinder (Reviews & Previews)

A Bug's Life	84	Hercules	129	Racing Wild	182
Alien vs. Predator: A Collection of 20 Games for the Atari 2600	118	The Hobbit: The Desolation of Smaug	125	Rush 2 Extreme Racing USA	183
Apocalypse	96	Indiana Jones and the Infernal Machine	114	SCARF	190
Assault Resistance	100	Invasion! Iron Beyond	105	Small Soldiers	198
Backstage Bitchin'	118	Iron Soldier	212	Soul Calibur	134
Beat Mania 2000	135	E. 1. Ronayre	96	South Park	85
Blitz Roids	134	King's Decree	244	Space Battleship Yamato	124
Blowout: The House of the Dead: Dual Side Story	125	King's Quest: Mask of Eternity	127	Spaced	124
Breakout 2000	214	Kirby Edge: Nose Gummie	154	StarCraft	102
Bushido Blade 2	172	The Legend of Zelda: Ocarina of Time	248	Star Wars: Rogue Squadron	24
Carnival	133	Lemmings and Oh No! More Lemmings	195	Star Wars Trilogy Arcade	134
The Contract	134	Maze Gear Solid	180	StarCraft	183
Cool Bowdoin 3	178	Motocross	122	Tech Komodo	135
Crash Bandicoot 2: Cortex Strikes Back	204	Myth II: Soulighter	120	Total Drive 3	170
Crossin' World	154	NBA Live '98 (PlayStation)	220	Tiger Woods '99	238
Daytona USA 2: Battle on the Edge	136	NBA Live '98 (PC/Windows)	230	Timeline	198
Dead in the Water	129	NBA Trivia	228	Tomb Raider II	57
Draikyo	92	Mysteries: Military Madness	186	Tonic Trouble	91
DunkKart	129	MFL Blitz '98	133	Top Gun Overdrive	152
Diddy Kong Racing	204	MFL Q: Superbowl Draft '99	207	Tower I: Flight of the Stargazer	214
Dungeons and Dragons	128	MHS '98	221	Tweaked Metal III	79
Duke Nukem: Time to Kill	158	MHS Brinkmanship '98	239	The Unlikely War	198
Dungeon Keeper 2	129	MHS Face Off '98	226	Upcoming 2	123
Dynamite Cop	136	Mighty Monsters	80	Urban Assault	113
Executive	108	Mox: Shadow of Darkness	180	Vapor TRX	133
Executive G-2	148	The Onion Router	184	Vigilante 8	92
FIFA 99	239	OceanWorld: Above Executive	162	Viper Racing	128
Final Fantasy VII	201	ODT	180	Virtual Pool	134
Followin' the Sun	136	Piano Drivin'	113	Virtual Pool 64	194
Formula 1 '98	233	Pool Heater	188	Warrior 2000	120
For Sports College Hoops '98	222	Power Strike	126	WCG '98/WI Thunder	92
Gearbox Legend	133	Pro 18: World Tour Golf	238	Wishbone	106
G-Man: Weapons of Justice	75	Quake II	72	Wipeout	142
Half-Life	116	Radical Blues	134	Xenogenesis	285
Halo: CE	229	Rebel Cross 2	123	X Games: Poolbreaker	228
Hanuman	116	Resident Evil: Averaging Anger	124	X-Me!	94
Hanuman 2	229	Return Fire 2	113	Zoo 2	214

FROM THE CREATION OF
CRASH
BANDICOOT™



RUNNING *wild*

RUNNING WILD. YOU'VE NEVER SEEN ANIMALS THIS FAST.
six crazy characters. six wild tracks stretching from the arctic to the jungle. no speed limit.



Running Wild © 1999 Universal Interactive Studios, Inc. All rights reserved. www.universalstudios.com. Published by UBI Soft, UBI Soft and UBI Studios are trademarks of Sony Computer Entertainment America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.





**Who you
callin'
a pussy?**



DREAMWORKS
INTERACTIVE

ACTIVISION



AUTHENTIC KUNG-FU ACTION



LEGENDARY ANIMAL CLAN BATTLES



BEAUTIFULLY ANIMATED ADVENTURE

Strut your bad self through 20 intense levels of sweeping rivers and dense bamboo forests on your quest to defeat the Dragon Master.



Take on lethal animal enemies inspired by Chinese legend, including muscle-bound snakes and ferocious wild boar.



Send them flyin' with over 100 character moves and authentic Kung Fu attacks like the Leopard Pounce and the Monkey Roll.



Then, unleash your tiger attacks, and finish 'em off with thrashing claws and razor-sharp teeth.

Tai-Fu—putting the "FU" in Kung Fu.

TAI FU™
Wrath of the Tiger

That's Chinese For Kick Ass.

www.activision.com

DEAD IN THE WATER

LIVE FAST... DIE WET

"I WILL destroy you in the Battle mode ...
I WILL destroy you in the two player split screen mode....
I WILL destroy you in the combat cable link mode ...
I WILL DESTROY YOU MAGGOT!"

-SGT.Steel

"When the Flag goes down baby
your gonna feel the funk of my
Disco Fever Ray , You'll be
hearin' "Stayin' Alive" til' ya die"

-Ebony Justice

"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale flesh will ROT IN PIECES"

-Dr.Graves

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"

-Officer J.B.Nightstick

"We're like totally prepared to like
race and win on like all umm... 9
courses , ya know ? so like totally get
outta our way"

-Brandi,Mandi & Kandi



Dead in the Water™ is a trademark of American Software Corporation, CPRA 99 Limited Partnership. ABC Games™ is a trademark of American Software Corporation © 1998. Dead in the Water™ is developed by Playnet. The rating icon is a trademark of the Interactive Digital Software Association. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.



- 13 'Off the Hook' characters to choose from.
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats - all fully upgradeable.
- Two player split screen or combat cable link.



MUSIC BY



www.deadinthewater.com





you better watch out...

you better not fry...

The creators of Final Fantasy® VII have the hottest lineup of holiday titles, including the spectacular new science-fiction masterpiece, Parasite Eve™.

From the blazing fighting action in Bushido Blade™ 2 to the smoldering battlefields of Final Fantasy Tactics™, these games might be too hot to handle.



SQUARESOFT

www.squaresoft.com

Published by Square Electronic Arts, Inc.



The cinematic RPG



18+



18+



E



18+



18+

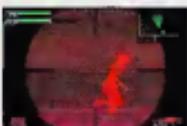


E

©1998 Square Co., Ltd. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Square Soft and SaGa are registered trademarks of Square Co., Ltd. Parasite Eve is a trademark of Square Co., Ltd. Based on the novel "Mystic Moon" (Tentoku no tsuki) by Kazuhiko Kaga. Developed by Square Studios. ©1997, 1998 Square Co., Ltd. All Rights Reserved. SaGa II ©1998, 1999 Square Studios. Published by Square Co., Ltd. A SaGa Journeys. Final Fantasy Tactics ©1998, 1999 Square Studios. Published by Square Co., Ltd. U.S. Patent & Trademark Office. Square, Final Fantasy, SaGa, Einhänder, and related Square Co., Ltd. U.S. Patent & Trademark Office. All rights reserved. This catalog title is a trademark of the International Digital Software Association.

A fully-loaded 3D shooter

- 6 Critics are hailing Metal Gear Solid as the best game of the year.

True True 

- 6 Which one will make your worthless civilian life flash before your eyes?

a)



b)



c)



d)



- 7 Sweaty palms and rapid heart rate are symptoms of _____.

a)



b)



c)



d)



- 6 Which one could create a 30-megaton "incident"?

a)



b)



c)



d)



Answers
1) b 2) d 3) a 4) c 5) b 6) a 7) b



www.playstation.com

TACTICAL SPIONAGE ACTION
METAL GEAR
SOLID



www.konami.com

HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

It's time to stop talking turkey and start eating it. In addition to anticipating their Thanksgiving feasts, gamers everywhere can look forward to an unprecedented crop of excellently designed new titles that are due out this holiday season. PlayStation and Nintendo 64 game programmers and designers have their craft down to a fine art now, and from the end of '98 to the end of '99, anything made for these systems that doesn't live up to its own hype deserves to die.

PlayStation gamers, you should be preparing to add Tomb Raider III to your libraries, even though you probably haven't

finished playing Crash

Bandicoot: Warped, Xenogears, or Metal Gear Solid. At least Major Mike's Pro-Strategy Guide in this issue

will help you beat Metal Gear. No problemo there. And if you're not among the snowbound gamers, Cool Boarders 3, NHL '99, and NHL Face Off '99 will bring an avalanche of fun to any PlayStation in any climate.

Nintendo 64 gamers, you should already know that The Legend of Zelda is likely to be one of the best games ever; if you're not sure, then check out our preview in "Role-Player's Realm" this issue. If you haven't already pre-ordered your gold Zelda cartridge, you should run, not walk, to your neighborhood video game store. After that, you can get back to geeking out on your WCW/NWO Revenge matches—and don't forget to follow Johnny Balgam's Revenge strategy in this issue's "The Fighter's Edge" that shows you how to put on the big hurt!

Now you ought to think about gifts for others—it is the season of giving, you know. For peace on Earth as quickly as possible, we recommend that PlayStation owners give their Nintendo 64 brethren a PlayStation this season and vice versa for N64 owners. If that's a little beyond your means, you can turn to "GamePro's Holiday Shoppers' Guide" in this issue for more suggestions on how to spend your cash. The editors and crew at GamePro have listed all their can't-miss titles and gear for your favorite gamers.

This holiday season, video entertainment is as good as it gets. Happy holidays from the GamePro gang!

The GamePros

San Francisco, CA

comments.gamepro@gamepro.com

CLASSMATES IN CRIME

Iwould like to talk about a crime that is often overlooked: the renting, copying, and selling of pirated video games. Two classmates offered to sell me copied video games—and their list included all the games available at the video game rental store! My classmates rent the games and copy them onto a CD using either a computer in their home or at their dads' offices. Why should I care? Because pirating games hurts both video game buyers and the company that makes the games. The rental stores don't even have warning labels on their games like video tapes do to prohibit such behavior.

A via Internet

PS. I would like to remain anonymous.

Don't worry, Alan, we won't tell anyone that you told us. Seriously, though, your classmates are setting themselves up for something more serious than Daddy slapping their hands—the federal government prosecutes all cases of software piracy with extreme prejudice. As a matter of fact, the FBI recently raided a group of local stores that was duplicating software CDs. The minimum term for the youngest offender (who was 16 years old and judged as an adult) was 10 years. That's real jail time for 10 years. Your classmates' fathers are also liable if they're aware that their kids are using their computers for this. As for a label prohibiting people from copying games, read the fine print on the back of any PlayStation CD case. It is

very specific about the duplication of software. You're absolutely right to be pissed. Software piracy costs end-users millions because it eventually translates into higher prices for games.

FINAL FANTASY NOT FINAL?

About three months before Final Fantasy VII came out, I read on a Web site that you could revive Aeris once she died. The site, however, also said that Square EA was going to cut out the part in the game where you find out how to revive her because it would delay the game's release. In addition, I heard that there would be a special fourth Final Fantasy VII disc containing weapons, bosses, and characters supposedly cut from the game. Is there any truth to these stories?

Anonymous

When you didn't mention the Web site's address, we thought this outrageous rumor was whack. But we checked with Square EA anyway. After a lengthy silence at the other end of the line our suspicions were confirmed...no way, Jose, or whoever you are.

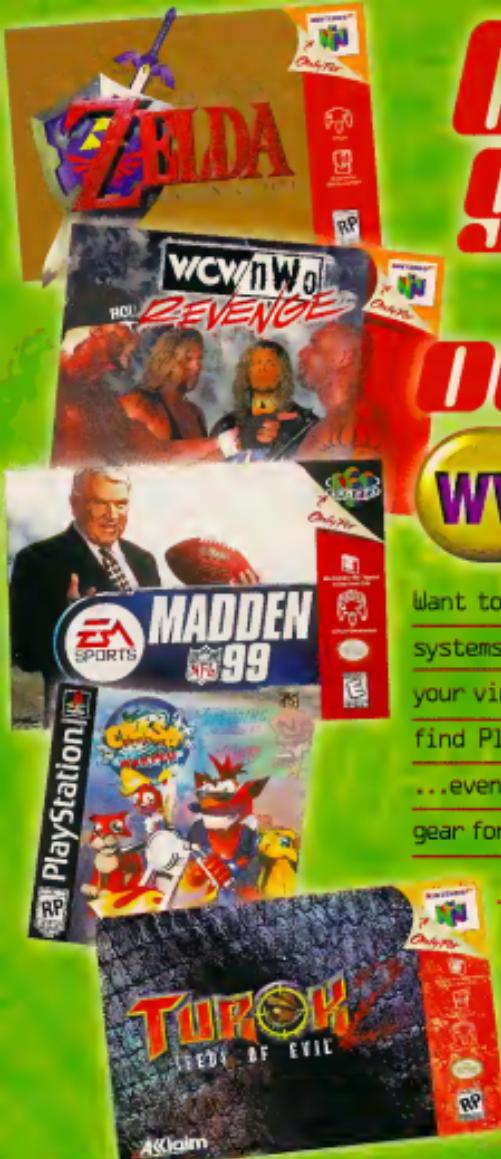
OLD ENOUGH TO PLAY

I'm 113 [!] and want to play Sanctum online. My parents said I could, but when I tried to enter the Web site, a message told me that I'm too young to play because of some dumb parent control thing.

Alundrads via Internet

You must be one of those immature 113-year-olds that are





*Get your
gaming
gear
on-line at*

www.toysrus.com

Want to buy the hottest video game titles, systems, accessories and lots more? Visit your virtual toy store...[toysrus.com](http://www.toysrus.com)! You'll find PlayStation, Nintendo 64, Game Boy ...even the new Color Game Boy! Buy gaming gear for yourself or as a gift...right on-line ...and send it anywhere in the US or Puerto Rico. Now shop 24 hours a day ...7 days a week...without ever leaving home! Is this cool or what?

www.toysrus.com
...the best way to
stay in the game!

TOYS "R" US

On-line purchases are available for those 18 years and older with a major credit card. See details at www.toysrus.com. ©1998 Geoffrey, Inc.

always causing problems. As for unauthorized entry into a Web site, your parents should be the ones to make that decision—but they must be at least 143 years old to do so.

RAM THE SATURN

I just read the letter from Sergio Scott (see "Head2Head," September) regarding the use of a RAM cart and a Japanese games converter with the Saturn. I've had no problems using the RAM cart with the ST-Key converter when following these steps:

1. Insert the ST Key and switch on the Saturn. Wait for the explosion and the Sega Saturn logo to appear. Next, you'll see another screen that says, "ST-Key Ver. 1.0." The system will then read the CD, and the circle in the upper left corner of the screen will turn into the planet Saturn.

2. Place the green cursor on the circle with the Saturn logo on it.

3. Push any button on the controller and the system will begin loading the game.

4. A blue "Sega" sign will appear onscreen. Quickly pull the ST-Key out of the cartridge slot and put the RAM cart into it. You have three seconds to do this. Either of the following will then happen:

A: The system will load the rest of the game, and you'll be able to play.

B: You'll get a bunch of Japanese writing asking for a RAM cart, in which case you need to start again.

By the way, I would like to see the return of "Overseas

Prospects," so we can get reviews of all the new import games.

Chris Barrera via Internet

Hey Chris, thanks for helping out with that invaluable lesson. As for the rest of you, get with the program! You can use the RAM cart with a converter to play import Saturn games! (For more info, see our special feature, "RAM It! The Saturn Isn't Finished," October.)

MOUSE, YES; 64DD, No

What's the deal with the 64DD? And now that Capcom has signed with Nintendo, will my beloved game, Marvel vs. Capcom, come out for the N64? Please don't disappoint me. Thanks!

TermOne via Internet

We won't disappoint you, but Capcom might. So far, the only game for the N64 announced by Capcom is *Magical Tetris Challenge* featuring Mickey Mouse—and unless Mickey gets seriously kung fu on Goofy, don't expect any fighting titles by Christmas. As for Nintendo's 64DD, it's been pushed to 1999.

A WISHFUL LIST

I've got a list of questions, so here it is:

1. Will Final Fantasy VII or Final Fantasy VIII be coming to the N64?
2. Is Fighting Force 64 similar to Die Hard Arcade?
3. Where can I find FFVII for the PC for cheaper than \$50?

Jeff Martin via Internet

Why do you vex us so? You know that we have a phobic hatred of lists, yet still you send them anyway! You punks, you grubby... Oh, well, here are your answers:

1. That's just wishful thinking.
2. No, it's similar to Fighting Force for the PlayStation.
3. Now that's wishful thinking, but you can always try www.bresoftware.com.

C'EST FROMAGE

Why is your GamePro Web site being moved from www.gamepro.com?

Are you going to keep the domain? Is IDG requesting the move? Do you like cheese? iso26.mx via Internet

This smells suspiciously like a list, but we'll let you slide this time. Although IDC (International Data Group, our parent company) is building a games supersite at www.games.net, which has a link to GamePro's



Web site and our sister magazine, PC Games, you can always access GamePro directly at www.gamepro.com. As for the cheese, how dare you ask such a pointed question! We did not have relations with that cheese and we believe the special prosecutor is wasting the taxpayers' money. Actu ally, we're sorry. We only hope that the milk can forgive us.

Win a Pocket Game Boy

Enter the GamePro Giveaway for a chance to win a *Where's Scary Larry?* Part 2 of *Where's Scary Larry?* Part 1.

Where's Scary Larry? Part 5

CONTEST!

Scary Larry's still missing! Last month, Major Mike passed him a Darth Vader mask so Larry could travel incognito to Interplay. Now Scary's holed up in an alley near Lake Michigan in the city where NFL Blitz was born, preparing to strike a blow for freedom. Meanwhile, GamePro's most electrifying editor has begun an online search to find him. What is Scary up? Who's sending him e-mail? What's Scary's favorite sport? Get your answers by December 7, 1998, and you could score a brand-new collector's edition Pocket Game Boy!

Find Scary Contest Official Rules and Regulations

One entry per person. Send your entry on a 3x5 card to GamePro Giveaway, P.O. Box 160000, San Francisco, CA 94160-0000. Please include your name, address, age, gender and phone number. We'll keep your information private, but we may contact you if there is a tie or if we have any other questions. Void where prohibited. Open to U.S. residents 18 years of age or older as of December 7, 1998. Void GamePro editors, staff, their families and relatives, and agents, advertising agencies, and promotional partners or their employees. Winners will be chosen by a random drawing following receipt of entries.

Winners will be published in the March 1999 issue of GamePro. Shipping not included. Subject to U.S. Marsh Mail Group (West Coast) and right of substitution. To my knowledge, no one has ever been successful in this contest. I am not responsible for any damage to your computer or any other equipment or injury to you that may result from your participation in this contest. GamePro is not responsible for damage, loss or theft of entries or correspondence sent to them after publication by U.S. Postal Service.

E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com

WIPEROUT 64



pumping electronic soundtrack

featuring the bands Fluke and propeller Heads

8 huge new race circuits with jaw-dropping scenery

water tracks and all new pit stops

4-player simultaneous play and multi-player tournaments mode

12 weapon systems including reserved attack mode

challenging 15-craft competition heats

WIPEROUT

VIDEO

super

fast

future

people

TM



MIDWAY
www.midway.com



THE GAME THE OTHERS CHASE, BUT CAN'T CATCH

**Give the gift
that's on
everyone's list—
a subscription to
GamePro!**

**1 year for only
\$19.97!**

**Give it to
yourself!
Save 67%
(\$40.00) off the
newsstand rate.**

**GET
GIVE
GET**

**Give it to a
friend and
they'll thank you
all year long!**

Get Your Own Subscription to GamePro!



Let me have it! Enter my one-year subscription to GamePro (that's 12 big issues) for the incredibly low price of only \$19.97. That's a savings of 67% off the newsstand rate!

Name _____

Address _____

City/State/Zip _____

Bill Me

Payment Enclosed

Send Foreign and Canadian orders printed in U.S. funds with an additional \$30.00 included for air delivery.
Annual newsstand price: \$59.95. Please allow 4-6 weeks for delivery of your first issue.

480R6



Get Your Own Subscription to GamePro!



Let me have it! Enter my one-year subscription to GamePro (that's 12 big issues) for the incredibly low price of only \$19.97. That's a savings of 67% off the newsstand rate!

Name _____

Address _____

City/State/Zip _____

Bill Me

Payment Enclosed

Send Foreign and Canadian orders printed in U.S. funds with an additional \$30.00 included for air delivery.
Annual newsstand price: \$59.95. Please allow 4-6 weeks for delivery of your first issue.

480R5



Give the Gift That Sticks Around All Year!



Take that, pal! Sign my worthy opponent up for a one-year gift subscription to GamePro (that's 12 big issues) for the incredibly low price of only \$19.97.

Gift From: _____ **Send Gift Subscription to:** _____

Name _____

Address _____

City/State/Zip _____

Bill Me

Payment Enclosed

Send Foreign and Canadian orders printed in U.S. funds with an additional \$30.00 included for air delivery.
Annual newsstand price: \$59.95. Please allow 4-6 weeks for delivery of your first issue.

280P4



BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 1159 BOULDER CO

POSTAGE WILL BE PAID BY ADDRESSEE

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

GAMEPRO MAGAZINE
PO BOX 55528
BOULDER CO 80323-5528

Horizontal bars indicating postage paid



BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 1159 BOULDER CO

POSTAGE WILL BE PAID BY ADDRESSEE

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

GAMEPRO MAGAZINE
PO BOX 55528
BOULDER CO 80323-5528

Horizontal bars indicating postage paid



BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 1159 BOULDER CO

POSTAGE WILL BE PAID BY ADDRESSEE

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

GAMEPRO MAGAZINE
PO BOX 55528
BOULDER CO 80323-5528

Horizontal bars indicating postage paid

Give
Yourself
and a
friend
the
Ultimate
Gift!

**1 Year
of
GamePro
for only
\$19.97**

Art Attack

Pick of the Month



Kehan Cebal, Daly City, CA

PRIZE!

This month's winning artist will receive a
GamePro t-shirt.

Ariel Illerry, San Sebastian, Puerto Rico



Ryan Granic, Fulton, NY



Steven Cescale, McDowell, PA



Nick Rose
Armenia, GA

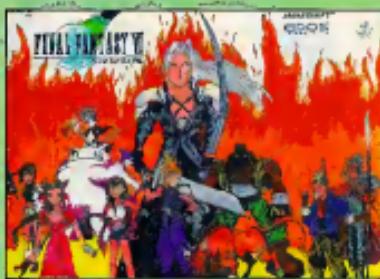


Chrisives
Billings, MT



Kevin Heroux, Pasadena, CA

Chris Hewitt
Hawthorne, NJ



Steve Foster, Annandale, VA

Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it! Send your letters to:

GamePro Magazine

Dear Editor
P.O. Box 192709
San Francisco, CA 94129-3709

We cannot publish all letters and a small
percentage, and we cannot send personal
replies to your letters or e-mail.

GAMEPRO

Hot-Tips Hotline

1.900.860.TIPS

Canada 1.900.451.5552

Why listen to amateurs
when you have a personal
hotline to the 'PROS!'

**NEW MESSAGES
WEEKLY!**

**MORE IN-DEPTH
GAME TIPS &
STRATEGIES
THAN OTHER
TIP LINES!**

**HEAR
IT HERE
FIRST!**

- Hot **NINTENDO 64** and **PLAYSTATION** game tips!
- The **HOT TIP** of the week!
- **INSIDE INFO** by Major Mike and Johnny Ballgame on the
- latest video game news and previews **before it sees print!**
- Play **GAMEPRO TRIVIA** and earn a chance to
win an exclusive GamePro T-shirt!
- Play the **TEAM GAMEPRO** contest line!

Calls average three minutes in length and cost \$1.29 a minute. Be sure to get your parents' permission to use GamePro's Hot Tips Hotline if you are under 18 years of age. Messages subject to change without notice. A service of IDG Games Media Group in San Francisco, CA.

In Canada:
1-900-451-5552
Only \$1.49 CAN per minute



extreme-G XG2

PC
CO-HUN





live fast. die faster.

Extreme-G 2. Feed the speed freak within. Faster than the original. And ten times more deadly. Over 36 new twisting tracks. An expanded arsenal of vicious weapons. 12 all-new homicidal bikes for the surreal ride of your life. And 2-4 player multiplayer madness. This is pure unadulterated velocity. One false turn and you're toast.



Akklaim
www.akklaim.com

© 1999 Akklaim. All rights reserved. Akklaim and the Akklaim logo are registered trademarks of Akklaim, Inc. All other trademarks and service marks are the property of their respective owners. Extreme-G 2 is a trademark of Akklaim, Inc.

BUYERS BEWARE



By The Watch Dog

Besides AAA grade beef, my wish this holiday season is to see fewer problems with games and peripherals next year. Last year, the number of bugs was enough to give me indigestion. Hopefully, 1999 will ring in with bug-free games so I can enjoy my AAA grade beef! Happy holidays!

Q: Sometimes my WWF War Zone game for the PlayStation freezes, particularly when the computer challenges me to a Grudge Match or when there's a video of Sue. What's going on?

Brian Taylor via Internet

A: Mike Meyers, Acclaim's Director of Product Public Relations, responds:

"Normally, when someone is having a problem with video sequences in a game, we've found that tipping the PlayStation on its side so air is vented into the console solves the problem. But we usually handle each complaint individually. You can either e-mail us at techsupport@acclaim.net or call us at 516/759-7800."

The Watch Dog adds:

We've received a lot of letters about this problem with WWF War Zone. We called Sony to see if there were other complaints about the game, but the Sony rep said there were none. Unfortunately, a direct answer to this freezing problem remains unavailable. WWF War Zone owners, be on the lookout for anything unusual occurring in your game.

Q: When I plug my Dual Shock Controller into a controller extension cord that was manufactured before the Dual Shock, the Dual Shock doesn't vibrate. Are all extension cords this way?

Pat Moran
Morgantown, IN

A: The Watch Dog answers:

Extension cords made prior to the Dual Shock Analog Con-



If you're having Grudge Match trouble, gimme a "Heh, yeah!"



Extending your shock value!

trller won't work with the Dual Shock because they aren't wired correctly. If you want your Dual Shock to rock and roll, you need a special extension cable. Oddly enough, Sony doesn't currently make one, but according to a spokesperson at Electronics Boutique, there are extension cables specifically designed to be compatible with the Dual Shock Controller: InterAct's extension cable for \$11.99 and Innovation's extension cable for \$10.99. Of course, Sony warns that playing with any unlicensed peripheral—including extension cables—is dangerous to your PlayStation.

Q: Can you provide me with more information about the Shark Link by Rocket Game Products? Is there a 100 percent guarantee that the Shark Link will work properly with both my PlayStation and PC?

Dustin via Internet

A: A Rocket Game Products rep says:

"The Shark Link will enable you to save, load, edit, and trade PlayStation codes with a PC. The Shark Link will also have thousands of codes already built in that you can upgrade directly from our Web site. But read your console service manual before using our products. We also recommend that you wait at least a month after the Shark Link is released, by then, any problems with the product will be known and hopefully fixed. If the Shark Link does affect your PC, we will fix all problems free of charge, but you must provide proof from a repair store that the Shark Link was indeed the cause of your PC problem. The Shark Link will be tentatively scheduled for release in September."



When it finally launches, let's hope this *Rocket* man's not explode like some U.S. rockets do!

The Watch Dog begs to differ:

"Tentatively scheduled" indeed. Unhm...wait a month after its released to buy the product? So what happens to customers who buy the Shark Link in September? Can you say "guinea pig"?

You Make the Call

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer-service numbers to call:

Sony: 800/345-7569 Nintendo: 800/255-3700 Sega: 800/872-7342

A: At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware

P.O. Box 193709, San Francisco, CA 94119-3709

Or e-mail us at buyers_beware.gamepro@gmpro.com

N64 Tests Positive for Performance Enhancers.



Date: 11/23/98

Patient: N-64

Test: Screened for performance enhancers

Results:

POSITIVE

APRIETE TAPA CON SEGURIDAD
TWISTER GLOP SEGUREZ

The secret is out. The N64 is playing with an unfair advantage. A new supplement for select games called the N64 Expansion Pak. That gives the system the missing strength to pump higher res graphics. Go heavy on colors. Push more complex AI. Power larger levels. Or hold massive worlds. It gives you a definite edge. In fact, it's almost like cheating. So cut out the coupon. Look for the Expansion Pak logo.  6.99. And juice up your R64. Because the V64 Expansion Pak is here.



Right now, check out the higher res graphics created by the N64 Expansion Pak, on these two games.



\$5⁰⁰ off

本行热衷于推广绿色金融，支持绿色、可持续发展。

103069



45696 36176 13 4810010 10100

Journal of American History, Vol. 75, No. 4, March 1989
Copyright © 1989 by the American Historical Association
ISSN: 0021-8723; ISBN: 0-8018-3892-0
Article copyright © by author(s); all rights reserved.
Published quarterly in March, June, September, and December.

Secondly, it seems that among the well-known species, the mean value of π in populations of *Allomyrmex bedoti* prompted it was accepted from 1975 onwards as a valid species, notwithstanding the usual

For more information on our products or services, call 1-800-334-4444, or write:
Ciba-Geigy Corporation, Consumer Care Department, P.O. Box 1280, Princeton, NJ 08543.
Or visit us at www.ciba.com. We're also located on [ConsumerInfo.com](http://www.consumerinfo.com).

All rights reserved. TM and the "W" logo are trademarks.
©1998 Nintendo of America Inc.

 © 1996 The W. Logo are trademarks of Nintendo of America Inc. TURBO 2 GEEKS OF EYL'N 1996 Andrew P. Hartman, Zeta Books Family Entertainment. All rights reserved. All other characters and the (S) and (TM) symbols are trademarks or service marks of Acclaim Entertainment Inc. One Acclaim Place, Box 200, New York, NY 10169-9777. STAR WARS: ROGUE SQUADRON © 1996 LucasArts Software Company. All rights reserved.

HoverRace

TWO YEARS AFTER ITS DEBUT, THE LITTLE ONLINE RACING GAME THAT COULD KEEPS FANS FLYING TO THE FINISH LINE—WITHOUT LAG.

BY ANDREW

In video games, two years is forever. Back in 1996, Nintendo was just about to unleash Super Mario 64 onto the world, PlayStation software still came in chunky black boxes, and Lara Croft would soon make her debut in Tomb Raider. Ancient times, right? Yet, somehow, an obscure two-year-old online game called HoverRace still manages to pack in cyber-Andretti's day after day for surprisingly fast racing action—even if those players are stuck with slow modems.

SPEED RACERS

Created by Montreal-based GoldSoft, HoverRace has earned its cult following for two simple reasons: Great gameplay and no lag. Players can strap into hovercrafts that look just like the bumper boats at amusement parks. They handle like them, too, with a turbine engine in the rear and an innervous padding the craft on all sides—but unlike the local carnival, these rides pack missiles and mines you can unleash on your opponents.

HoverRacers speed through tracks filled with concrete, water, and other obstacles, snagging speed boosts and extra fuel as they go. The tracks are surrounded on all sides by high walls; in many cases, you'll want to strategically bounce off them to ace a tight turn. It's the kind of simple, straightforward racing fun that made Rock & Roll Racing and F-Zero hits.

Unlike those two SNES titles, though, HoverRace has DirectX-powered polygonal graphics (running at 640x480) and eight-player competition over the Internet—without any lag trouble at all. The game was designed from the ground up to deal with the Internet slowdown back in '96, when 14.4 modems were the standard; now that 56K is the norm, the game looks and plays even better. Mind you, you'll be able to tell the difference between HoverRace and, say, Wipeout XI, but the game's basic keyboard controls and simple textures hold up well nearly three years later.



Registered users get this dash-engine racer as well as another new model.



PROTIP: Unlike conventional cars, you can steer Hoverracers while they're in the air.



THE CULT COMMUNITY

Word spread slowly, and HoverRace fans became both game enhancers and game evangelists. Fan Web sites have cropped up to review home-grown tracks, host tournaments, and archive best times (www.hoverrace.com).

HoverRace.com hosts a Web ring for all the other fan sites). The players have also invented their own games, including combat-oriented games of War that value projectile hits over lap times. For a while, a form of HoverHockey was popular, too.

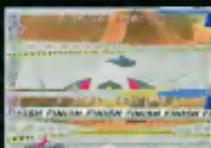
HoverRace doesn't feature the glitz and glamour of many retail online games, but it also doesn't share their price tags or hardware requirements. The download and demo gameplay are both free, while registering the game for a measly \$16 enables players to create their own raceways, as well as access to extra cars and official ranking in the standings. If you're frustrated by slow online play, the humble HoverRace is almost guaranteed to float your boat. □



HoverCAD enables registered users to create their own tracks with a simple interface.



PROTIP: Watch the arrows on the walls; green means they're beneficial to bounce off, red means they're not.



Two players can also share one computer for split-screen racing.

HoverRace

URL: <http://www.goldsoft.com>

System Requirements: 486/66,

Windows 95/98/NT, 8 MB RAM, 8 MB on HD, PCI or VESA Local Bus video, Direct X, 14.4 kbps modem

Price: Free download, one-time fee of \$16 to register

Available: Now

E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com

MARTIANS, GO HOME!

"Great control, fantastic visuals,
and inspired gameplay..."
www.vd.egames.com

INVASION FROM BEYOND

DISCOVER...



secret bases, ships and weapons

SEE...



some shattering 3D explosions
at an incredible 60 FPS!



Available at your local retail store.
Order direct at store.egamesinteractive.com or call 1-800-819-6255.

A RUGGED MARTIAN ARMY SEEKS TOTAL DOMINATION OF EARTH!
JOIN A BRAVE GROUP OF LONE HUMAN DEFENDERS AGAINST THE RISING
MARTIAN OFFENSIVE! TURN BACK THE RED TIDE OF A MONSTROUS

INVASION FROM BEYOND

THIS IS EARTH'S GREATEST HOUR. EARTH'S LAST STAND!

EXPERIENCE...



20+ missions of fast-paced shooter action!

FEAR...



a massive alien armada
of varied species!!

Invader From Beyond © 1999 E3 Interactive Software Corp. All Rights Reserved. Created by Viz of the Jungle Limited. Published and distributed by E3 Interactive Software Corp. Invader From Beyond uses Quake3D technology. Copyright © 1998 King of the Jungle Limited. ET and the ET Logo are trademarks and the ET Logo is a registered trademark of E3 Interactive Software Corp. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective companies.



PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Crashbandicoot is a registered trademark of Sony Computer Entertainment Inc. Inc. © 2000 Activision, Inc. Published by Midway Games, Inc. All rights reserved. Midway is a registered trademark of Midway Games, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. Activision and the Activision logo are registered trademarks of Activision, Inc.



Packed solid with insane tricks and treacherous downhill runs, CoolBoarders® 3 is as realistic it'll turn your living room into a half-pipe. Lock into an authentic Burton® or Ride® snowboard and you're ready to thrash through 34 courses, 5 challenging mountains and 6 world class events. Feel the wind rushing by as you pull off thousands of combinations with sick moves like Misty Flips, Melancholy's and Sed Air. Throw in intense fighting action and 2 player split-screen racing and your teeth will be chattering long after you've left the slopes.



COOLBOARDERS®
3



COOLBOARDERS[®] **3**



we've got what's cool
at **SEARS**

**pocket
\$5 off
cool boarders[®] 3**

compete on 34 new, beautifully designed courses with razor sharp turns, intimidating jumps, huge moguls, treacherous ice and more! Twice as many courses as last year.

**plus get
20% off
Levi's[®] L2[®] jeans**

with your purchase of cool boarders[®] 3 or any other playstation[®] game.

SEARS FUNTRONICS



Good for \$5 off the purchase of Cool Boarders[®] 3 at Sears Funtronics Dept., regular purchase price. Valid 10/20/98-1/31/99 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢.
© 1998 Sears, Roebuck and Co.

**989[™]
STUDIOS**



\$5 off



Levi's L2® Baggy Wide Leg jeans, khakis,
carpenters and cargos in the mens, boys and juniors mainframe
departments in select sears stores

SEARS FUNTRONICS



Good for 20% off single regular purchase price of Levi's® L2®
jeans or khakis with purchase of any PlayStation® game.

Offer valid from 10/27/98-12/31/98. Not valid with any other coupon or offer.
L2® available in select Sears stores only. Sears Sales Associate scan for each
purchase, if unable to scan, select miscellaneous reduction.



R577040006520

20% off



L2

Sega's New Arcade Standard

New "Naomi" board to be Dreamcast VMS-compatible

You've already met Sonic, Akira, Knuckles, and Jeffry. Now Sega wants you to meet Naomi.

Sega's new arcade board, Naomi, replaces Model 3 as the company's premier chipset for coin-operated games. Packing a 200 MHz 128-bit processor with a second-generation PowerVR graphics engine and 48 MB of memory, Naomi has already earned the support of 20 developers, who will create software for the new arcade system.

Sega's first game for the new hardware will be *The House of the Dead 2*, which will be in arcades around the time you read this. In this sequel, Sega promises to preserve the first Dead's enjoyable gameplay and to add new features along with a "more substantial...gun-shooting factor." Also on deck from Sega are *Blood Bullet*, *The House of the Dead Side Story*, a blend of zombie hunting and street fighting, and *Dynamite Baseball '98*. (For more information, check out

"Arcade World '98," our "Hot at the Arcades" special report of the AHOA show in this issue.)

Most interesting, however, is the announcement that Naomi will support data transfer with Dreamcast's VMS. Similar to the way the Nintendo 64 version of *NFL Blitz* is compatible with the arcade *Blitz '99* machines, VMS memory cards will be able to swap data with Naomi-based arcade units. Sega has not yet announced any arcade or console software that takes advantage of this, but the capability is in place for those developers who wish to bring it into play.

The N64 Gets a Memory Boost

That little flap on your Nintendo 64 marked "memory expansion" is finally about to get some use. Nintendo will issue a 4-megabit memory expansion pack that will enable high-resolution modes in upcoming games like *Turok 2: Seeds of Evil*, *Violentia 2*, and *Star Wars: Rogue Squadron*. You can look for the memory pack to be in stores by Christmas with a \$29.95 retail price.



VF3, Sega Rally 2 Confirmed for Dreamcast

On the gaming front, Sega of Japan confirmed two Dreamcast titles that most gamers had hoped—even assumed—would be among its virtual offering of software.

Virtua Fighter 3—now christened *Virtua Fighter 3b*, thanks to its inclusion of a Team Battle mode—will appear on Japanese shelves in time for the holidays. The Dreamcast port will include 32



characters, 13 arenas, and tournament play options.

Sega Rally 2 Championship, another home conversion of a Sega arcade hit, will feature six more racetracks than its coin-op inspiration for a total of ten. Home gamers will also get ten cars (four more than in the arcade), multiple play modes and, most intriguingly, online network racing via the Dreamcast's internal modem. *Sega Rally 2 Championship* is also slated for release in Japan before the end of the year.

Expect both games to be translated for the U.S. market in time for Dreamcast's American launch next fall.



GameWorks Expands to Chicago, Philly, and Guam

GameWorks has announced plans to build three new entertainment centers. A joint venture between GameWorks SKG, Universal, and Sega will bring centers to Schaumburg, Illinois (outside Chicago), Philadelphia, and Tumon Bay, Guam. Building costs for each location may run as high as \$10 million. Look for them to open as early as next year.



Video Game Network Launches In Europe

Game One, the first 24-hour video game satellite channel, launched in Paris in September. "Much like MTV did with music, we are pushing video games onto the television screen," said Gilles Lasser, president of *Game One*. The channel offers news, game tips, and other game-related programming. A U.S. feed of *Game One* is expected to be launched "sometime in the near future."



Who cut the
cheeze?!

Pardon
me!

MASTERPIECEES

IT'S ABOUT TIME!



CRAZY CARTOON CHARACTERS IN A WATCH!

Check out the entire line-up of C-Watches @ www.trendmasters.com

© Trendmasters Inc.

Thrill Kill Gets Killed

Thrill Kill, the ultra-violent PlayStation fighting game that rocked and shocked crowds at this year's Electronic Entertainment Expo, has met an untimely death. Most likely, the game will never be released.

In August, Electronic Arts acquired Westwood Studios (see "ProNews," August) and the assets of Virgin Interactive's Irvine, California, development studio. A completed **Thrill Kill** was among the Virgin properties. However, Electronic Arts' Director of Composite Communications,

Pat Becker, told *GamePro*, "The product doesn't meet our standards for subject matter and appropriate content." Becker said that EA would not seek to sell the title to another publisher, again citing the game's inappropriate content.



For fighting fans with sick senses of humor, the announcement comes as a major disappointment.

While **Thrill Kill** was undeniably excessive, it was also extremely fun, particularly in four-player mode. Unless EA changes its position, don't expect to see **Thrill Kill** on store shelves... ever. (For more info, check out "The Thrill Kill Affair" at www.gamepro.com.)



Top 10 Best-Selling Video Game Titles: August 1998

Rank	Title	Platform	Publisher
1	BMW War Zone	PlayStation	Avalon
2	BMW War Zone	Nintendo 64	Avalon
3	Burnout	Nintendo 64	Nintendo
4	NCAA Football '99	PlayStation	EA
5	Goldstrike '99	Nintendo 64	Nintendo
6	Gran Turismo Racing	PlayStation	Sony
7	Midway Country Club: True Golf Classics	Nintendo 64	Nintendo
8	Madden NFL '99	PlayStation	EA
9	NHL '99	PlayStation	Sony
10	Midway Impossible	Nintendo 64	Midway

Source: AFD/WICIS Video Game Tracking Service

Eidos Purchases Crystal Dynamics

Lara, meet Gex. Two of gaming's best-known personalities will be sharing the spotlight soon, now that Eidos Interactive has bought Crystal Dynamics.

The whopping \$47.5 million acquisition gives Eidos control over Crystal's hottest prospects. Including the long-awaited *Legacy of Kain: Soul Reaver* and the third installment in the Gex series, Eidos will publish and market all of Crystal's upcoming games, so Crystal no longer has to mount a separate search for a publisher for each release. Happily, no jobs will be lost in the shuffle, and all of Crystal's projects are expected to ship on time in early 1999.



Game Ic!

Rating: 4.0

Sony denies it, but gamers know the truth: The PlayStation overheat. The folks at Consumer Benefits know it, too, which is why they developed Game Ic!. The unit connects to

the left side of your PlayStation and sucks hot air out of the system with a three-inch fan. It's rather noisy, but it works great—our demo unit cooled a system down in 10 minutes flat—and you can still play while it runs. If you have problems with your PlayStation overheating, Game Ic! is worth investigating.—Dan Ehlert



Price: \$39.95. Contact: Consumer Benefits M.S.P., at <http://www.computerplususa.com/gameric>

Static

The USR gave WCW vs NWO Revenge an A for Everyone—and this is a game where you can best up female managers until they bleed. • The Rocker says, "Force-feedback Pro-Man would be nice some!" • Despite the widely reported rumors, Ion Storm head honcho John Romero isn't dead. Diskman's so live, it just seems like he is. • We can understand if EA doesn't want to release **Thrill Kill** itself, but why pass moral judgment for the rest of the industry by keeping it from ever seeing the light of day? Sell it to another publisher—someone out there will gladly accept the controversy along with the huge profits. • If you're wondering why we didn't have anything on *Cruisin' World* this issue, so are we. Nintendo and Midway have been dodging questions about the game for several months, and the first time we saw it was at Toys R Us. Gee, who were they trying to hide? • Confidential to M. Jordan from Chicago: Reising is entirely your decision, but promise us this: Once you do get some free time again, make a decent blood game. We all wanna play with you. • Props to Sega for keeping the US press informed on Japanese Dreamcast designs. When maga don't have to scrabble for info and print rumors, everybody wins. • Sony's European trade show postcards won the i-May-Not-Know-Much-About-Art-but-I-Know-What's-Disturbing award by depicting four sperm with Play Station button logos about to fertilize a human eyeball. • NHL '99, NHL '99, NHL '99.

GAMEPRO LABS

Respected coach and video gameologist Tom "The Thumb" Blake says that you can read these ads until you're blue in the face and you get all lightheaded and nauseous, and you still may not realize your full potential. That's why he recommends visiting one of the critically acclaimed



COACH BLAKE'S MOTIVATIONAL SEMINARS

AS SEEN ON
LATE NIGHT
DALE DUCKE
INFOCOMM



A dazzling multimedia show including overhead transparencies, a filmstrip and polka music is just part of this extravaganza that will inspire your abilities to new heights.

CAN'T MAKE IT TO
A SEMINAR?

Coach Blake has recorded all 26 hours onto 8 track and packaged it in a 3-tape set.

★ WALLA WALLA
★ SALEM

★ MINNEAPOLIS
★ NEW YORK
★ OREGON
★ PORTLAND
★ LITTLE ROCK

★ LOS ANGELES

These are just a few of the cities Tom The Thumb Blake can find on a map.



Since I've attended Coach Blake's seminars, not only have I become a better video game player, I've lost 35 pounds, begun making \$15,000 a month and expanded my memory capacity twelve-fold.
Randall Skelma (Individual results may vary.)

If you only attend four inspirational seminars on video games this year, make this one of them. Unless it's not

on the bus route and parking is too much of a hassle.



Clarence Link used
SKELMA QUITTING 1989 LEARN

PlayStation!



TACTICAL SPIONAGE ACTION
METAL GEAR
SOLID



KONAMI

Coach Blake says that if you can't make it to one of his seminars, at least make it to Target. They have all the latest video games at great prices like Metal Gear Solid for just

\$49

Get into the game.

TARGET
EXPECT MORE PAY LESS.

GOOD NEWS: you designed the perfect racetrack





BAD NEWS: it's down there



MOTO RACER 2

Finally, you can create the racing experience that fits your personality. Bald shock-crumping jumps and tire-bending harpoons. Race sport bikes or motocross. On Sahara sand or Amazon mud. It all depends on whether your personality is unstable. Or just plain whacked.



Blazing speed? Or death-defying air?



ELECTRONIC ARTS®
www.motoracer2.com



if you
don't find this PEARL

find SAVING

an ENTIRE city

things are gonna

get UGLY.



LL. CO. BARBERS: A military-trained weapons expert



SALAAK: A strange and powerful magic healer



JULIA CHASE: A cunning, fast and ferocious fighter



RAZZ MAPP: A biker with incredible strength & endurance



WIN INSTANTLY!

Look in packages of O.D.T. for the chance for you and 5 of your friends to compete in the North American O.D.T. Paintball Championship.*

PRIZE PACKAGE INCLUDES:

- Round-trip air fare to and from Chicago, IL from any international airport in North America.
- 2 nights shared accommodation in Chicago.
- Round-trip shuttle bus service between hotel and BlastCamp USA.
- Entry to BlastCamp and use of paintball equipment and facilities at North America's O.D.T. Paintball Championship.

THE FIELD: BLASTCAMP USA, CHICAGO, America's most unique paintball field! An ex-military Nike Missile Site with Barracks, Radar Towers, Armor Domes, Target Range, Bunkers, Fortifications, Foliages, Trenches...and much more!

*Contest rules and information available in stores. In O.D.T. packages and at www.odt-online.com.

**PC
CD
ROM**



©1998 Psygnosis Inc. All rights reserved. O.D.T. is a trademark of Psygnosis Inc. All rights reserved. PSYGNOSIS and the PSYGNOSIS logo are registered trademarks of Psygnosis Inc.

O.D.T.

OR DIE TRYING

The citizens of Celi are about to be wiped out by a deadly epidemic. But to find the mystical green pearl that can save them, you must run a suicidal gauntlet through a massive tower. There are only two ways out: Alive and very dead. And there are plenty of hideous creatures in your way who are voting for dead. One thing's for sure, survival isn't pretty.

- Plunge into the bizarre 3-D worlds of O.D.T. It's part magic, part mayhem.

- Make your way through 8 intricate levels and more than 70 treacherous sectors.

- O.D.T. is an intense action adventure game that lets you choose from four characters — Lt. Mc Hawkin, John Chase, Maxx Hance and Solarax — with different strengths, abilities and special moves.

- Confront your own mortality with endless fighting combinations, including hand-to-hand, weapon or spell combat.

TOMB RAIDER RISES

PlayStation adventurers can hardly wait to get their hands on *Tomb Raider III*. This time, Lara Croft could give them everything they want...and more.

By Brother Buzz

Where it came from nobody knows:

From out of the cold darkness of space it landed by chance on Earth, where eons ago an ancient people sought to harness its "magic" by making from it four artifacts. Over the years, British sailors looted these treasures, little realizing that their greed brought to the civilized world the clues to a mystery that had the power to change mankind forever. Now, nothing less men will stop at nothing to obtain these stolen artifacts in the hope that they will lead to the source of their power. Until then, it waits...Enter Lara Croft.

The Third Time's the Charm

Tomb Raider III: Adventures of Lara Croft could be the best

Tomb Raider game yet. In the preview version, the pistol-packin' Dr. Lara didn't appear to stray too far from the 3D action/adventure formula that made the Tomb Raider series one of the most popular for any system and Lara Croft one of the most recognizable video-game faces in the world. Nevertheless, Core Design (Tomb Raider's developer) and Eidos (its publisher) have added plenty of refinements and tweaks to keep Lara fresh.

Raider Moves

This time, Dr. Croft's quest leads essentially to five areas, including India, London, Area 51, and a South Seas Island. You start the game in India, but from there you can choose your next destination and your pathway from the multiple paths available in each area. By offering a new adventure each time you play, *TRIII* is going for a seriously sweet replay factor—certainly the best of the series so far.

But don't think all the replay time translates into you whipping this game at will...you should know

TOMB RAIDER III

ADVENTURES OF LARA CROFT

that Core has souped up the game engine and smothered the enemy A.I., so Lara's adversaries are quicker and meaner. For example, if Lara wounds an enemy during a shootout, he (or it) won't always hang around like a moving target; he might retreat and attack from another direction or location. Moreover, animals exhibit pack behavior. The first time you encounter a gang of monkeys, for instance, they'll run away at the mere sound of your guns. But when they return, the monkeys are a little braver and toss stuff at you until you zap one. The third time they might...well, go ape and unleash a simian banzai-charge on you.



Dramatic and dynamic lighting effects bring Tomb Raider to life.

India's Sunny Clime



The adventure begins here, but where you go next is your decision...if you get past the living statues.



Croft can carry heavy-duty items when needed.



Check out Lara's new crouch...

traps, she can crouch and then crawl forward; to traverse handholds, she uses a hand-over-hand monkey swing. Lara also busts some super jumps by using her new super dash. The dash works off a strength meter, so it lasts only for a limited time. Finally, Lara can



...and crawl.



Lara Croft's third quest is a nonlinear adventure across five locales.



Shimmering water surfaces are one of the game's many subtle visual effects.

trip booby traps and throw switches from afar by shooting at them.

And for really long distances, Lara can travel in all sorts of contraptions, both low- and high-tech. For example, you'll have to help Lara shoot the rapids in a kayak. Lara will also take the controls of a variety of vehicles from a quadbike to a Stealth speedboat.

Speaking of controls, Tomb Raider III's moved up a rung on the evolutionary ladder, adding analog joystick support. In theory, maneuvering Lara with the 'stick sounds awesome as it allows pinpoint control of all her outstanding moves. Jimpy stick movement in the preview version, however, means this feature still needs fine-tuning—though it did feel promising.

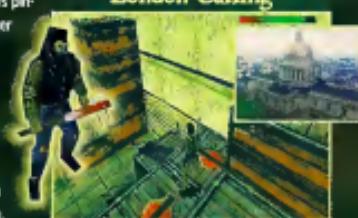


The inventory screen should be familiar to TR vets.



The enemies' greatly improved A.I. means a tougher challenge for the docto.

London Calling



Tomb Raider takes on an urban environment for the first time. Core Design used actual scans of London locales and landmarks to create this particular area.

continued ▶

Area 51 Revealed



Everyone knows something weird is going on in the Nevada desert, but with Tomb Raider III things get even stranger.

triangles rather than the usual polygon blocks to build backgrounds and character pics. The overall result is a smoother, more rounded look to TRIII than the cubed (if now classic) 3D polygonal style of both Tomb Raider and Tomb Raider II.

These refinements not only rev up Lara's already formidable appearance, but they also produce nicely detailed backgrounds and environments,

particularly the interiors of buildings. Gorgeous dramatic views of high-domed ceilings, raised archways, and spacious caverns are revealed as Lara navigates through the game.

With TRIII's visuals, it's also the fine details that count. Core's designers have added a number of subtle touches that contribute to the game's overall cool look, even if individually they don't jump out. Bullets spark as machine pistols make a cave wall; spent shell casings fly through the air and splash in water puddles; Lara leaves tracks as she walks in the snow, and shafts of light pierce gloomy interiors. Even in the preview CD, the look, at times, was truly stunning.

Lara's search for an incredible gene-altering power covers five areas.



Lara still has all the moves.

Island Fever



The South Pacific is no vacation spot when genetic mutants take over the islands.

Looking Like Lara

Lara Croft fans have been admiring the way Core Design turns polygons into curves for years. Now Core's doing it with triangles. To spice up Tomb Raider III's visuals, it built a new tool: a graphics editor that enables designers to use

TOMB RAIDER III

ADVENTURES OF LARA CROFT



Starting with a wire-frame model, Tomb Raider III character graphics are built using triangles and textures.



Lara still likes to get wet.



A new graphics editor enables Core designers to build deep, lush interiors and terrains for Tomb Raider III.

Ice Dreams

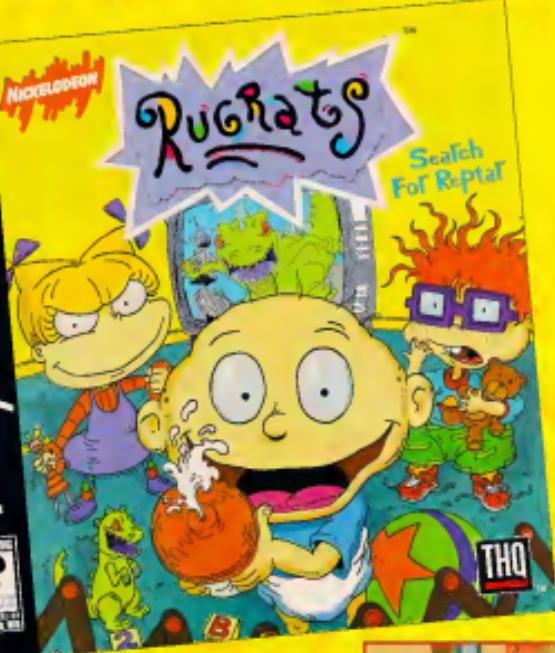


The mystery and adventure land here, but you'll have to figure out where "here" is.

Tomb Raider Triumphs

Gamers will cast their votes on Tomb Raider III in the coming months, but so far Lara looks like she's just getting better and better. Even PlayStation 2 and Dreamcast prepare to set new rules for games in 1999 and beyond. Lara lives on. □

Finally a game made Just for you



Coming in November



Rugrats and Nickelodeon are trademarks of Viacom International Inc. Nickelodeon and its related characters and logotypes are trademarks of Viacom International Inc. Created by Viacom Inc. © 1998 Nickelodeon Inc. All rights reserved. Nickelodeon and its related characters and logotypes are trademarks of Viacom Group Inc. Nickelodeon Inc. All rights reserved. © 1998 Sony Computer Entertainment America Inc. Sony and the PlayStation logo are registered trademarks of Sony Computer Entertainment America Inc. © 1998 Sony Computer Entertainment America Inc. All rights reserved. © 1998 Sony Computer Entertainment America Inc. All rights reserved.



THE FACE OF FIGHTING.

TEKKEN™ 3



namco

RALLY CROSS 2

© 2000 Sony Computer Entertainment America Inc.



Experience the rush of full-throttle 3D off-road racing as never before with ten all new, fully-customizable rally cars and trucks, eight extreme courses, killer sounds from Guttermouth, Wick and One Hit Wonder, plus complete compatibility with the Dual Shock™ Analog Controller. Create your own off-road experience or edit an existing course with the revolutionary Rally Cross 2 track editor. Think you own the road? You may be right.

YOUR ROAD. YOUR RULES.



DO IT IN THE DIRT.

WWW.989STUDIOS.COM

GamePro's Holiday Shopper's Guide

'Tis better to give than to receive. We editors agree, so here's our take on the best games for gifts.

Hot Prospects!

Here is the newest of hope. We haven't reviewed these games yet, but they already look good enough to be called "Hot Prospects."



Major Mike's TOP 10

- Metal Gear Solid** (Action) Sneaky, stealthy Solid strategy and action.
- Resident Evil** (Spooky) Great and creepy, in the vein of Resident Evil.
- Breath of Fire III** (RPG) An excellent, classically styled RPG.
- Oddworld: Abe's Exoddus** (Adventure) Mind-bending gameplay, amazing graphics.
- Hellgate** (Action) Evil swordplay.
- Einhand** (Action) Side-view shooters... I love 'em!
- Tekken 3** (Action) The best fighting game ever made (for the PlayStation).
- Resident Evil 2: Dual Shock Version** (Action) Dual Shock? Yes! Director's Cut? No!
- Rival Schools** (Sports) The best non-3D fighting game ever made.
- Need for Speed III: Hot Pursuit** (Racing) Throat-busting racing and car chases, too.

The Rookie's TOP 10

- NHL '95** (Sports) Hockey rocks! Period.
- NFL Xtreme** (Sports) Smash-mouth game play, deeper than Blitz.

Four-Eyed Dragon's TOP 10

- Metal Gear Solid** (Action) Pure commando fun!
- Teenage Mutant Ninja Turtles: Stealth Assassins** (Adventure) Use ninja stealth to up your honor.
- Seyya the Dragon** (Puzzle) Hey, he's family. Nutt said.
- Gran Turismo** (Driving) It's still the best PlayStation driving game.
- Mystified** (Adventure) Undead questing... cool.
- Colony Wars: Vengeance** (Puzzle) Space combat supreme.
- WWF War Zone** (Sports) The "Big Bashaski" of wrestling.
- Hot Shots Golf** (Sports) Easy-to-learn controls make golf enjoyable.
- Bomberman World** (Action) My multiplayer favorite.
- NFL GameDay '95** (Sports) Football at its best.

Air Hendrix's TOP 10

- Colony Wars: Vengeance** (Puzzle) Straight-up addictive snowboarding.
- Colony Wars: Vengeance** (Sports) Good blend of arcade shooting and sim action.
- Tomb Raider III: Adventures of Lara Croft** (Action) Lara in 3-D graphics with excellent game-play? Yes!
- Future Cop: L.A.P.D.** (Adventure) Lethal mission-based, action-packed gaming.
- adden NFL '99** (Sports) Deep football sim. A must have for every gridiron guru.
- NCAA Football '99** (Sports) This year's most in-depth football game.
- Metal Gear Solid** (Action) Solid Snake, action, and adventure, excellent.
- Gran Turismo Demo** The best PlayStation racing game around!
- Hot Prospects:**
- **Kricket 2000** (Sports)
- Air Hendrix** (Sports) The best PlayStation racing game around!
- Colony Wars: Vengeance** (Puzzle) Awesome dogfighting, amazing graphics!
- NHL '95** (Sports) Next-gen hockey that's packin' heat.
- Gran Turismo** (Sports) A polished in-depth exciting racer.
- World Cup '98** (Sports) Will make a soccer fan outta you.

5. *Red Dead* [3D]

(Rockstar)

Congenial tracks and awesome action.

6. *Oddworld: Abe's*

Exodus [3D Interactive]

Impressively cool world, story line, and look.

7. *Metal Gear Solid* [3D]

(Kojima Productions)

Tense spy-thriller

exploration.

8. *Duke Nukem:*

Time to Kill [3D Interactive]

Tomb Raider minus the chick, plus more gags and attitude.

9. *Need for Speed III:*

Hot Pursuit [3D Interactive]

Smooth handling, high-octane performance.

10. *NFL Blitz*

(Midway Home Entertainment)

Football how I like it: no rules and tough!

Net Prospects:

- *Quake II* [id Software]

- *FEA '99* [EA Sports]



Extreme Ahab's TOP 6

1. *Crash Bandicoot 2:*

Cortex Strikes Back [3D]

Great graphics, fun game-play, and a weird character.

2. *Resident Evil* [3D]

(Capcom)

A terrifying gore-fest.

3. *Road Rash 3D*

(Midway)

A true speed-rush with nasty accidents.

4. *Parasite Eve* [3D]

(Capcom)

Opera for mutants.

5. *Metal Gear Solid* [3D]

(Kojima Productions)

Cardboard boxes. Nuff said.

6. *Batman & Robin* [3D]

(Midway)

Unbelievable graphics save this game.



Brother Buzz's TOP 10

1. *Metal Gear Solid* [3D]

(Kojima Productions)

Stop commando necks

and save the world... again.

2. *Tekken 3* [3D]

(NAMCO)

The perfect tournament

fighting game.

3. *Resident Evil 2* [3D]

(Capcom)

Let's do 'dem zombies!

4. *NFL GameDay '99*

(SI Games)

Amazing graphics and

super-fast game-play.

5. *NWTF War Zone*

(Robinhood)

The people's choice, a

wrestling champion.

6. *Final Fantasy VIII* [3D]

(Square)

Truly a gaming

masterpiece.

7. *Alundra* [3D]

(Midway)

Intricate puzzles and a

spooky story line will

entrance you.

8. *NBA Shoot Out '98*

(Sega)

Shoot Out's heading to

the Hall of Fame.

9. *Mortal Kombat 4*

(Midway Home Entertainment)

Fatalities and blood,

long combos and

special moves.

10. *Pappa the Rapper* [3D]

(Pappa)

Pa Rappa's the ultimate

hip-hop party game.



Dan Elektro's TOP 10

1. *Vigilante 2* [3D]

(Midway)

Car combat that smokes

Twisted Metal 2!

2. *Need for Speed III:*

Hot Pursuit [3D Interactive]

The best NFS yet! Bring

on the cops!

3. *Gran Turismo* [3D]

(Sony)

For when you outgrow

Ridge Racer.

4. *Mortal Kombat 4*

(Midway Home Entertainment)

An excellent port—better

than expected.

5. *Metal Gear Solid* [3D]

(Kojima Productions)

The stealth spirit of

the original with tons

more game-play.

6. *Gex: Enter the Gecko*

(Midway Home Entertainment)

The lizard "cracks wise"

in 3D with wicked par-

odies.

7. *Rival Schools* [3D]

(Midway)

Button-mashers of the

world, unite!

8. *Soul Blade* [3D]

(Midway)

The PC version's better,

but this one's quite

good, too.

9. *Spyro the Dragon* [3D]

(Sony)

Pretty cute—for some-

one who breathes fire.

10. *Hut Shots* [3D]

(Midway)

Gutty pleasures. Try it

before you criticize.

Net Prospects:

- *Twinkie* [Midway]

[3D]

4. *WWF War Zone*

(Boris/Swift)

This wrestling's

the real deal.

5. *Bloody Roar* [3D]

Fast and ferocious.

6. *Padel Fighter*

(Japan)

Super-deformed's

lookin' super good.

7. *Soul Blade* [3D]

Wild, wicked weapon-

based fighting.

8. *Dead or Alive* [3D]

Excellent 3D fighter for

beginners.

9. *Tekken 2* [3D]

Tekken 2 still rocks.

10. *Street Fighter Collection*

[Japan]

Nostalgic fun, even if

Alpha 2 Gold's the star.



Bad Hare's Multiplayer Games

MULTITAP REQUIRED

1. *Pog Poy* [3D]

(Midway)

Bomberman-style action

in a polygon arena.

Weird, but oh so good.

2. *WWF War Zone*

(Boris/Swift)

Beating the shot out of

the computer is fun;

beating the shot out of

your friends is awesome.

Net Prospects:

- *You Don't Know Jack*

(Midway Systems)



Major Mike's TOP 10 FIGHTING GAMES

1. *Tekken 3* [3D]

(Midway)

This 3D fighting game

never gets old.

2. *Rival Schools* [3D]

(Midway)

Definitely belongs on

the honor roll.

3. *Mortal Kombat 4*

(Midway Home Entertainment)

Nicely crafted port of

the killer arcade game.

**Major Mike's
TOP 10**

- Bust-A-Move 2** (Arkanoid)
Flat-out fun!
- 1080° Snowboarding** (Arkanoid)
Flat-out fast!
- World Cup '98** (EA Sports)
Someone must stand up for soccer!
- Benjo-Kazooie** (Arkanoid)
Sets a standard for action/platform games.
- NFL Blitz** (Midway Home Entertainment)
Adrenaline-draining, party game.
- Off Road Challenge** (Midway Home Entertainment)
A hidden treasure for driving buffs.
- Mortal Kombat 4** (Midway Home Entertainment)
Excellent arcade port.
- Tenk 2: Seeds of Evil** (Acclaim)
A wicked blastin'! I like it!
- StarFox 64** (Nintendo)
Fox McCloud and company are flying high in this sequel.
- Yoshi's Story** (Nintendo)
Too cute, but still a good game!

**The Rookie
TOP 10**

- NHL '99** (EA Sports)
Because I can't get enough hockey!
- Madden NFL '99** (EA Sports)
The best N64 football game. No question.
- Benjo-Kazooie** (Arkanoid)
Mario 64 times 10! Awesome!
- WWF War Zone** (Midway/Sports)
You smell what the Rock is cookin'?
- Wipeout 64** (Midway Home Entertainment)
Fast and furious deadly racing!
- WCW/NWO Revenge** (THQ)
Smooth gameplay and beat-downs galore. Oh, yeah!
- NFL Blitz** (Midway)
Fantasy football... lone night.
- Mortal Kombat 4** (Midway Home Entertainment)
Definitely the best Mortal ever!
- GoldenEye 007** (Nintendo)
The best corridor shooter ever!
- 1080° Snowboarding** (Arkanoid)
Highly addictive. This game is smooth...

Not Prospects:

- *Catrina 64* (Kosmix)
- *The Legend of Zelda: Ocarina of Time* (Nintendo)

** If you haven't checked***Air Hendrix
TOP 10**

- 1080° Snowboarding** (Arkanoid)
One of the best games for the N64.
- NFL Blitz** (Midway Home Entertainment)
Killer arcade football.
- Wipeout 64** (Midway Home Entertainment)
A clear version of Wipeout XL.
- NHL '99** (EA Sports)
Best hockey game for the N64.
- World Cup '98** (EA Sports)
Captivating, easy-to-play soccer.
- Mortal Kombat 4** (Midway Home Entertainment)
A solid arcade port; one of the series' best.
- All-Star Baseball '99** (Midway/Sports)
Acclaim has learned how to do sports games right.
- Rush 2 Extreme Racing USA** (Midway Home Entertainment)
Raucous racing, does justice to the fine arcade game.
- Wave Race 64** (Nintendo)
Definitely a Player's Choice bargain!
- GoldenEye 007** (Nintendo)
Another Player's Choice bargain!

"If you haven't checked out two of the N64's best games, their \$40 price tag can't be beat!" —Air Hendrix

**Johnny Ballgame
TOP 10**

- GoldenEye 007** (Nintendo)
Shoot spies, rescue babes—it's a blast!
- Madden NFL '99** (EA Sports)
Exciting, hard-hitting.
- WWF War Zone** (Midway/Sports)
Fast action, fierce features, smooth graphics.
- Mortal Kombat 4** (Midway Home Entertainment)
More blood, more weapons, awesome 3D visuals.
- NFL Blitz** (Midway Home Entertainment)
A football game for the common man.
- WCW/NWO Revenge** (THQ)
Revenge is just too sweet.
- All-Star Baseball '99** (Midway/Sports)
All-Star's a must for all Soda wannabes.
- Buddy Kong Racing** (Nintendo)
Cutesy, but wickedly competitive.
- Super Mario 64** (Nintendo)
One of the best games ever made!
- Benjo-Kazooie** (Arkanoid)
Definitely worth the price and the time.

Not Prospects:

- *The Legend of Zelda: Ocarina of Time* (Nintendo)



CONTROL THIS:

A GAME CONTROLLER ROUNDUP

GamePro conducts a "paws-on" experiment and ranks controllers for the PlayStation and the Nintendo 64. By The Lab Rat

Pets run in packs, just like gamers. So there's no gift we like better than extra game controllers so the rats can play together. Two we've received in our stockings before—Sony's PlayStation Dual Shock Controller and Nintendo's Nintendo 64 Controller—present excellent durability and gameplay. If you shop around, however, you'll find other good controllers that play well, look cool, and cost less.

Here's how the Lab Rodents separated the cheese from the...er, cheesy. We played popular games like GoldenEye 007 for the N64 and

Tekken 3 for the PlayStation with every controller, evaluating fit and feel at the same time. Then we ranked each controller from 1, the most excellent, to...well, you get the idea.

We also checked features. Now, The Rat finds very little use for slow motion, auto-fire, or turbo; however, controller makers obviously disagree, given that almost every controller we reviewed offers those features. Finally, the Rat recruited the GamePros to torture test all the controllers. What's the lowdown? Read on, fellow rodents.

PLAYSTATION CONTROLLERS



1. Dual Shock Controller
Sony

PRICE: \$39.99

FEATURES: Dual joysticks, Dual Shock

THE LOWDOWN: Bulk to list, dual joysticks provide unique gameplay, crisp button response, cool force-feedback.



2. Dual Analog Joystick Pad
Innovation

PRICE: \$29.95

FEATURES: Dual joysticks, Dual Shock

THE LOWDOWN: Almost identical to Sony's Dual Shock Controller, great control and button response, but R and L buttons stick.



3. Barracuda 2
InterAct

PRICE: \$27.99

FEATURES: Dual joysticks, Dual Shock-compatible, thumb pad, programmable buttons, auto-fire

THE LOWDOWN: Fits hand comfortably, action buttons respond very quickly, joystick too sensitive with driving games.



4. PlayStation Controller
Mad Catz

PRICE: \$9.99

FEATURES: Thumb pad, slow motion, auto-fire, turbo

THE LOWDOWN: Comfortable fit due to finger grips on handles, action buttons stick but are quick and accurate; directional pad is perfect for fighting games, similar to High Frequency's controller.



5. Control Pad for PlayStation
High Frequency/
Toys 'R' Us house band

PRICE: \$19.99

FEATURES: Slow motion, turbo

THE LOWDOWN: Light weight, compact size, comfortable fit, solid button response, similar to Mad Catz controller.



6. Psychipad II
ACT Labs

PRICE: \$29.99

FEATURES: Thumb pad, programmable buttons

THE LOWDOWN: Larger-than-normal hand grips provide solid feel, over-sized analog sticks with slightly crisper



7. Analog Rocker Pad
Nabi

PRICE: \$24.99

FEATURES: Dual joystick, Dual Shock-compatible, thumb pad, slow motion

THE LOWDOWN: Slightly larger than Sony's Dual Shock, button response great, but joysticks a bit tight.



8. The Rock
Nyko

PRICE: \$11.95

FEATURES: Turbo, slow motion

THE LOWDOWN: Quick button response, fluid movement with directional pad, L and R buttons are too small.



9. Scorpion
Nyko

PRICE: \$14.99

FEATURES: Dual joysticks, Dual Shock-compatible, thumb pad, programmable buttons, slow motion, turbo

THE LOWDOWN: Amazingly shaped like blades, joysticks spread too far apart, quick button response, thumb pad too tight.



10. Barracuda
InterAct

PRICE: \$19.99

FEATURES: Dual joysticks, thumb pad, programmable buttons, slow motion, turbo

THE LOWDOWN: Wide-body design, solid button response, but action buttons are too close together; joysticks are too far apart, and L and R buttons stick.

NINTENDO 64 CONTROLLERS



1. Nintendo 64 Controller

Nintendo

PRICE: \$29.99

FEATURES: Comes in multiple colors.

THE LOWDOWN: Crisp button response, joystick feels loose for some games, solidly built, tri-grip grips comfortable for any sized hand.



2. Advanced Control Pad

High Frequency Toys 'R' Us house brand

PRICE: \$24.99

FEATURES: Tactile rubber grips, oversize C-buttons, slow motion, auto-fire

THE LOWDOWN: Good button response, rubber grips provide solid feel and cool looks, slightly larger than standard controller, flared side handles make for comfortable fit for big hands.



3. SuperPad 64 Colors

Performance/Intellivis

PRICE: \$19.99

FEATURES: Oversized C-buttons

THE LOWDOWN: Good button response, joystick slightly stiff but works well with racing games, stubby side handles are bulky but comfortable for big hands, looks plain but price is right.



4. SharkPad Pro 64[®]

Input

PRICE: \$29.99

FEATURES: Oversized C-buttons, clear plastic casing, slow motion, auto-fire

THE LOWDOWN: Same size as SuperPad 64, joystick slightly looser.



5. MakroPad 64

InterAct

PRICE: \$24.99

FEATURES: Two-hand grip, oversized C-buttons, slow motion, auto-fire

THE LOWDOWN: Oversized grip takes getting used to, joystick and Z-trigger placement for left hand uncomfortable, Z-trigger small, good button response, concave action buttons easy to find during gameplay.



6. Power Pad 64

Ninty

PRICE: \$24.99

FEATURES: Oversized C-buttons, slow motion, auto-fire

THE LOWDOWN: Joystick movement noticeably stiff and bumpy, angular design uncomfortable.



7. Advanced Controller

Naki

PRICE: \$24.99

FEATURES: Slow motion, auto-fire

THE LOWDOWN: Analog joystick too loose, finish very plain, slow motion and start buttons small and too close together.



8. Alpha 64

Nyle

PRICE: \$24.99

FEATURES: Dual thumbsticks, dual Z-triggers, dual selectable joysticks, oversized C-buttons, slow motion, turbo

THE LOWDOWN: Dual joystick and Z-triggers confusing during intense action, joystick too stiff, but it's the widest controller.



9. SuperPad 64[®]

Performance/Intellivis

PRICE: \$19.99

FEATURES: Two-hand grip, oversized C-buttons

THE LOWDOWN: Joystick too sensitive, same size as MakroPad 64 so oversized feels bulky.

Destroy All Controllers!

You'd never do this to your controllers, so we did it to ours.

The Rookie's Bash

Controllers take a lot of physical abuse. Because the Rookie is the starting center on The Shaft, champion of the Pacific Hockey Association's Conference E Summer League, The Rat Lab let him whack all the controllers with a hockey stick to see which would stand the abuse.

Losers for the PlayStation were the High Frequency Control Pad and the Nyle Rock, which were absolutely vaporized, as well as the InterAct Barracuda 2, which didn't function following our test. Casualties for the N64 consisted of the Performance Super Pad 64 and InterAct's SuperPad 64, MakroPad 64, and SharkPad Pro 64, which were all sloshed to oblivion.

The Four-Eyed Dragon's Cord Ripper

Ever accidentally trip or kick your controller cord? We thought so. That's why The Four-Eyed Dragon went Jackie Chan on the cords of the remaining controllers in each group. After the tests, the InterAct Barracuda was swimming with the PlayStation fishes. However, the remaining N64 controllers beat the cord rip.

Brother Buzz's Root Beer Bath

The formula for disaster: Soda + Controller = O. Buzz, in a frenzy of acidic activity, poured his worst root beer all over our controllers. Sadly, the Nyle Scorpion for the PlayStation drowned.

Among the N64 controllers, the Naki Advanced Controller, the Nyle Power Pad 64, and the Nyle Alpha 64 couldn't hold their root beer.

The Survivors

Hey, The Rat doesn't claim that these tests are by any means scientific—in fact, he doubts his own sanity—but here are the winners. For the PlayStation, the Sony Dual Shock, the ACT Labs Psychopad Jr., the Mad Catz PlayStation Controller, and the Naki Anakin Hacker Pad live on to fight another day. For the Nintendo 64, the High Frequency-Toys 'R' Us Advanced Control Pad and Nintendo's Nintendo 64 Controller survived The Rat's musical abuse.





TOSHIBA

Advanced Personal Computer Systems Division

1994 © TOSHIBA America Inc. All rights reserved.

PC-9800

PC-9800

PC-9800

LOOKS LIKE
SOMEBODY
WOKE UP ON
THE WRONG
SIDE OF THE
COFFIN.



It's not every day that you're awakened from the dead. Much less to battle scarecrows, zombies and flying clocks for the honor of your kingdom. Poor Sir Dan. He's the undead knight on a gothic quest to avenge the forces of darkness. The dead are now undead. The living are crazed maniacs. And the once-mild-mannered pumpkins are now cold assassins. But Sir Dan's got a mighty arsenal—from crossbows, axes and daggers to lightning rods, swords and the occasional chicken drumstick—to fight his way through a dazzling 3-D journey. Although after being dead for 100 years he probably could just kill them with his morning breath.

MEDIÉVIL™

www.playstation.com



BEING BETRAYED

BY YOUR CREATOR

DOESN'T JUST MAKE

FOR BAD BLOOD...



As Raziel, stalk Nosgoth feeding
on the souls of your enemies

Engage your creator, Kain,
in an epic struggle for dominance

Dark gothic story

No load times





IT MAKES FOR
BLOODSHED.

LEGACY OF KAIN
SOUL REAVER

www.eidos.com
www.crystald.com

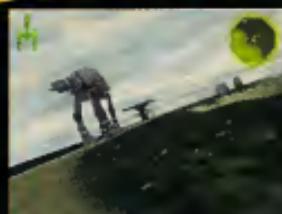
EIDOS



YOU ARE LUKE,
SO LOOK LIKE LUKE.



© LucasArts Ltd. & TM. All rights reserved. Used under authorization.
The "A" Logo is a trademark of LucasArts America Inc. ©1999 LucasArts America Inc. www.usintendo.com
Game, System and Expansion Pack sold separately.



Through the flight goggles of "Star Wars": Rogue Squadron™. As the Rebel flight commander, you have 5 starfighters to fly, 15 planets to save from destruction, and a hangar full of proton torpedoes, cluster missiles and laser cannons all at your fingertips. Now go blow the evil Empire to bits. Only you can save the galaxy on N64™. Want even more hyperspace? Then boost your system with the N64 Expansion Pak™ for supercharged graphics.

GET
N
OR GET OUT™

Sneak Previews



Quake II

Nintendo 64

PlayStation

By Air Hendarz



You might guess that porting *Quake II*, one of PC gaming's top titles, to the PlayStation and the N64 would result in an unplayable mess. But Activision's made some impressive choices, and both console versions of the corridor-shooter king are on the fast track to stardom.

PORTING FROM PC



First and foremost, these console games are fast. Wicked fast. Which is the first thing that Activision got right in porting *Quake II* onto consoles. Everybody knows that slow-motion rockets just ain't fun.

And recognizing that a controller can't keep up with a keyboard/mouse combo, Activision has refined the levels to eliminate potentially frustrating situations for the controller-based console crowd, such as getting stuck in narrow corridors or battling enemies at multiple altitudes. Plus, while the single-player levels remain true to the PC version, both console versions deliver new two- and four-player split-screen deathmatches, keeping intact the multiplayer mayhem that was instrumental to the success of the original.



ROCKET LAUNCHERS & RAIL GUNS, OH MY!



As far as features go, all the same weapons and enemies of the PC original will be there for gamers, which means grenade launchers, hyperblasters, chain guns, and more. Visually, both versions sport fast, clean, well-detailed levels along with enemies that already look awesome. Barring a last-minute stumble, *Quake II* is shaping up into the same kind of thrilling first-person bloodbath that made it such a huge PC hit.



Developed by ID (N64 version) and id Software (PlayStation version)

Published by Activision
Available January

60% COMPLETE

Note: The screens outlined in yellow are from the PlayStation version; the screens outlined in blue are from the Nintendo 64.



PlayStation

By Dan Elektra

TWISTED METAL III



Hold on to your handbrake—Twisted Metal III's roaring out of the garage with guns a-blazing...and it's got you in its sights!



TWISTED PIXELS

Metal's graphic resolution is low, which is a shame, but its play gameplay is worth the trade-off—and environments are getting a polish before release anyway. Sprawling multi-level decors, configurable controls, and great new weapons, such as the rail missile, will make Twisted Metal III more than just the same old shooter.



TWISTED PHYSICS



TMIII's cars have independent suspensions and adhere to a realistic physics model. You can hit the edge of a ramp and do a corkscrew jump, pop the handbrake for a skid as you make a sharp turn, drive on two wheels, or roll the car completely. Also, weapons push your car with palpable force, changing the game's whole feel—for the better.

TWISTED MINDS

Metal III features a very clever AI—almost too clever. Computer opponents can dodge shots and locate power-ups just like a human player would. If you set your enemies on fire, they'll track you down and set you ablaze, too. It's creepy and extremely challenging.



Developed and published
by 3DO Studios
Available November

60% COMPLETE



Star Wars: Rogue Squadron

Nintendo 64

By Air Hendrix



Luke Skywalker and the Rebel Alliance are cutting a swath through the Empire in the N64's second Star Wars game, a StarFox-style shooter.

Feel the Force



Set in time between
Star Wars: A New



Hope and The Empire Strikes Back movies, Rogue Squadron centers around a group of 12 topnotch Rebel pilots that act as the go-to guys for the Alliance, handling the most heated, most intense missions. Led by Luke Skywalker and Wedge Antilles, this rogue squadron will take on missions that take place on familiar planets, such as Tatooine, and new locales, including Kessel and Mon Calamari. On the graphics side, LucasArts is promising to surpass *Shadows of the Empire* with retouched special effects, real-time lighting, and other improvements.

Developed by LucasArts
Published by Nintendo
Available December

40% COMPLETE

Note: All screens are from the
PC version.



Phantom Menace



Definitely an action game, not a sim, Rogue Squadron lets you play as Luke or one of the other pilots in an X-Wing, Y-Wing, A-Wing, V-Wing, or snow-speeder—all armed to the teeth with lasers, missiles, ion cannons, and other weaponry. The air-to-air and ground-to-air missions involve dogfights, search-and-destroy, recon, escort duty, and more as gamers go up against imperial TIE fighters, AT-ATs, and AT-STs.





G-Police: Weapons of Justice

MayShield

By Dan Eledra



Lock and load for the second G-Police tour of duty! The flying shooter from Psygnosis returns with more weapons and an engrossing plot.

Back to the Future



Weapons of Justice brings physics back to the domed cities of tomorrow, where law is enforced via armored helicopter/jet hybrids. The war from the first game has ended, and the cops are in charge...for the time being. Unfortunately, the G-Police face unruly citizens and increasingly well-organized crime syndicates. To make matters worse, the marines are stepping in...but whose side are they on?

Death From Above...and Below



G-Police: Weapons of Justice

picks 30 new missions—and this time you'll strike from both land and air in five vehicles. A.I.-controlled fellow officers can assist you, but enemy forces can work together, too.

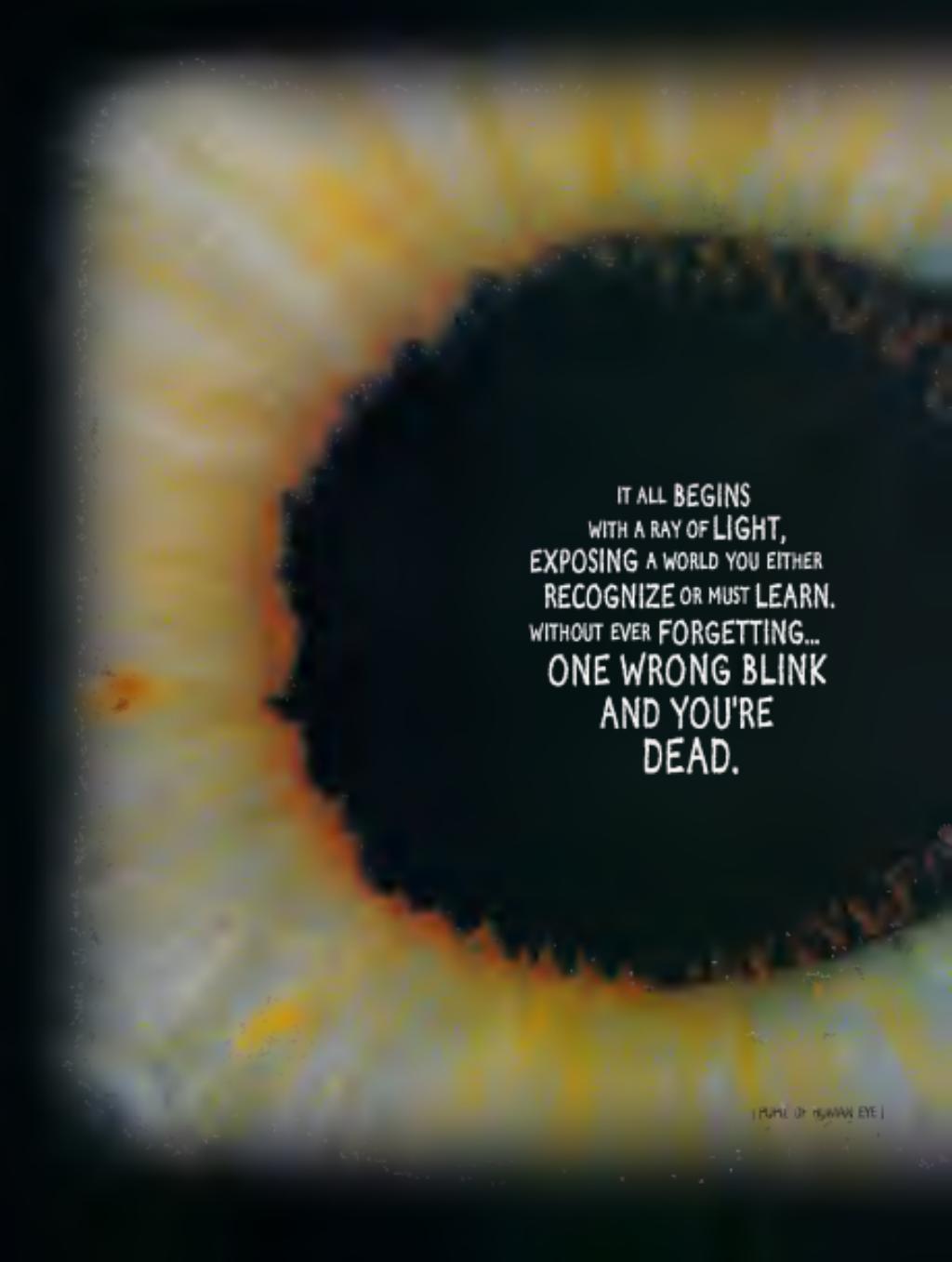
Psygnosis is also promising an easier learning curve and Dual Shock analog controls that aren't as frustrating as the original's. Hopefully, the draw-in that plagued the first won't return, either.



Developed and published by Psygnosis
Available March '98

30% COMPLETE





IT ALL BEGINS
WITH A RAY OF LIGHT,
EXPOSING A WORLD YOU EITHER
RECOGNIZE OR MUST LEARN.
WITHOUT EVER FORGETTING...
**ONE WRONG BLINK
AND YOU'RE
DEAD.**

(HUMAN EYE)



EIDOS

INTERACTIVE

www.eidosinteractive.com



TOMB RAIDER III



NINJA



AKUJI THE HEARTLESS



FINAL FANTASY VII REMAKE

YOU'VE BEEN WARNED

YOU'VE BEEN WARNED



THE
NIGHTMARE
CONTINUES
ON NINTENDO® 64

ACTIVISION.

BATTLE 21 MONSTERS IN EERIE 3-D ENVIRONMENTS.

USE 28 KILLER MOVES TO MUTILATE BEASTS AND ZOMBIES.

EXPLORE MEDIEVAL LONDON AS IONATUS OR NAOIA.

LOOK FOR CLUES, SOLVE PUZZLES, SEVER LIMBS.

ENTER A NEW PLATFORM OF TERROR AS THE MONSTER HIT *NIGHTMARE CREATURES* BECOMES EVEN MORE CHILLINGLY LETHAL ON NINTENDO 64. WITH 16 LEVELS OF GUT-WRENCHING, ONE-ON-ONE FIGHTING ACTION, AN ENHANCED GAME ENGINE, VIVID, BLOOD-PUMPING NINTENDO 64 GRAPHICS AND RUMBLE PAK SUPPORT, YOU MAY NEVER SEE THE LIGHT OF DAY AGAIN.



ACTIVISION



A BLOODY GOOD TIME. AVAILABLE NOW

ON NINTENDO[®] 64



NIGHTMARE CREATURES is a trademark of Activision, Inc. © 1995 Activision, Inc.
Mark of Killer Technologies. © 1995 Killer Technologies.
Activision Inc. All rights reserved. Nintendo, Nintendo 64, and the "N" logo are trademarks of Nintendo of America Inc. © 1994 Nintendo of America Inc.
Killer Technologies. The energy icon is a trademark of the Digital Entertainment Corporation. All other trademarks and trade names are the property of their respective owners.



South Park

Nintendo 64

By Johnny Ballgame



Howdy-ho! South Park is being readied for its video game debut with most of the hilarious (profane) language and adult content intact.

KICK THE BABY?



While the one-player levels sound cool, it's the multiplayer games and funny sound bites that should keep fans of the show coming back for reruns. South Park features five multiplayer modes, including Capture the Flag, Grudge Match, and Kick the Baby. You'll hear the voices from classic episodes as well as hundreds of new phrases that

are being recorded by the series' creators specifically for the game. Acclaim is hoping to deliver South Park by Christmas, but it's still a bit early in development to be sure.



Kyle's mom is a big fan... but it's Cartman's mom who's been kidnapped by aliens—and that's the least of the boys' worries. A comet is about to crash into town, Skuzdebut's son is in a rage, and even the turkeys are revolting. It's up to you, playing as Kyle, Stan, Cartman, or Kenny, to restore peace in South Park. The one-player game features six episode-based adventures in a 3D world. Throughout each level, you pick up a number of gadgets, such as a Cow Launcher and an Auto Egger—complete with a live sniper chicken—which you'll use to blast aliens and everyone else in town, including series' regulars Mephisto, Big Gay Al, and Chef. You can even throw Mr. Hankey!

Developed by Igromax Entertainment
Published by Acclaim
Available December

60% COMPLETE

2 ISSUES. 1 CD-ROM. NO STRINGS.

No Obligation.

No Surprises.

No Brainer.

No Commitment.



From the number one authority on PC games comes an offer second to none. Two great issues of **PC GAMES**. An outstanding CD-ROM. It's all yours and it's **RISK FREE**. No strings. No asterisks. No balloon payments. Simply a chance to check-out the most complete gaming coverage available and to try-out some of the hottest gaming software going.

From desktop to online and multiplayer, PC GAMES brings you the best in game reviews, timely previews, guided tours, cheats, strategies and expert technical tips. And with a CD-ROM, loaded with 650MB of exciting demos, free Internet connections and links to the top multiplayer gaming sites, and no obligations, this deal needs very little technical advice.

Return the attached card today and get connected with **PC GAMES**.

To order call 800-444-6506 or return the card.

Send The Card.

(Postage-Paid, natch.)

Get The Stuff.

(Really Good Stuff.)

Risk Zip.

(Grrr.)

Offer good to U.S. residents only.



Vigilante 8

Nintendo 64

By Dr. Zombie

CAR WARS

Set in an alternate reality where the '70s never went out of fashion, Vigilante 8 pits you against the power-hungry Coyotes car gang in a battle for the American Southwest. You choose from 12 souped-up combat vehicles loaded with enough ammo to make the horizon. There are no rules and no mercy—it's every warrior for himself!



VIEW TO AN N64 KILL

This N64 version features the same eight finely rendered, destructible 3D battle arenas as its PlayStation predecessor, but also promises sharper graphics thanks to the N64's faster frame rates. Buckle yourself in for real-time damage deformation, realistic 3D terrain, lens flares, fogging, and other sharp eye-candy effects.



Enhanced graphics, new features, four-player all-out brawls, and all the thrills from the PlayStation version will make Vigilante 8 an exciting car-combat experience for the N64 crowd.

MULTIPLAYER MISCHIEF

Improving upon the two-player feature of the PlayStation version, Vigilante for the N64 offers three- and four-player modes, plus co-op, quests and survival modes to guarantee replay appeal. There's nothing more fun than blasting your buddy's tailpipe, then running him over!



VIGILANTE 8

Developed and published by Activision
Available March '99

60% COMPLETE

*This
Holiday Season,
Get the Gift
of*

GORE

*The giftcard is worth \$20
at BLOCKBUSTER. Rentals
not included. The game
is not included.



\$20 BLOCKBUSTER GIFTCARD

Featuring some of the
baddest zuthes in
Mortal Kombat 4.



\$20 BLOCKBUSTER GIFTCARD



\$20 BLOCKBUSTER GIFTCARD

You won't find these cards in any
old dungeon. Only BLOCKBUSTER VIDEO® has 'em.
Sure beats a crummy pair of tube socks.



\$20 BLOCKBUSTER GIFTCARD

Showing it off will
char'f up you
a new one.



ARE YOU GAME ENOUGH?
www.blockbuster.com

Mortal Kombat 4 ©1996 Midway Games Inc. All Rights Reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIRE and all character names are trademarks of Midway Games Inc. Distributed by Midway Home Entertainment Inc. Converted by Harmonic Developments Ltd. MIDWAY is a trademark of Midway Games Inc. BLOCKBUSTER name, design and related materials are trademarks of Blockbuster Inc. ©1996 Blockbuster Inc. All Rights Reserved! Membership rules apply for rental of items. Available while supplies last. At participating stores.



A Bug's Life

PlayStation

By Major Mike



A Bug's Life leaps off the silver screen onto the PlayStation with promising platform-hopping and item-throwing action.

ANTSY GAMEPLAY

Based on the upcoming movie of the same name (created by Pixar, the same studio that gave us *Toy Story*), *A Bug's Life* pits ants against grasshoppers in over 15 levels with different settings, themes, and bosses. As Flik the ant, you'll battle grasshoppers in underground tunnels, avoid birds who see you as lunch, and dodge cars in the big city. There are even fellow ants gone bad who are out to foil Flik's fun.



Developed by Traveller's Tales
Published by Sony Computer Entertainment of America
Available November

60% COMPLETE

ANT-TASTIC INSECT FUN

Not unlike *Clash Bandicoot* or *MedEvil*, *A Bug's Life* features hop-it-hop game play and puzzle-solving in full 3D environments. However, *A Bug's Life* is ultimately geared more toward younger gamers: it's easy to play, with only a few techniques and very cute characters. As for the hero Flik, he can run, jump, throw beans, and move objects. One of life's cooler aspects is the ability to grow plants to use. For example, if you jump on a mushroom seed, it'll bloom into a trampoline that can bounce you to otherwise inaccessible areas. You can also move seeds around in the levels as needed.



WHAT THE FLIK?



Although the game isn't finished, the preview version was plagued with a lagging frame rate, bouts of slowdown, and pop-up problems. The various stages, however, were colorful, featuring some cool graphical effects, such as gliding across a golf cart while holding a dandelion stem. The controls had one significant sore spot: Precision jumps were a guessing game rather than a test of skill. Otherwise, moving Flik around the gigantic levels was a breeze.



SCARRED FOR LIFE



SCARS
SURVIVAL OF THE FASTEST



S.C.A.R.S. (Super Computer Animal Racing Simulation), the post-apocalyptic racing thriller, offers the coolest cars to drive and fight over the roughest terrains. These computer-generated animal-modeled cars purr, growl, roar to life, and crush the competition. All they require is you behind the wheel.

Ubi Soft
ENTERTAINMENT



www.ubisoft.com



©1998 Ubisoft. All rights reserved. Ubisoft, SCARS, Super Computer Animal Racing Simulation, and the Ubisoft logo are trademarks and/or registered trademarks of Ubisoft Entertainment, Inc. All rights reserved. All other trademarks and/or registered trademarks used in this publication are the property of their respective holders. PlayStation and the PlayStation logo are registered trademarks and/or trademarks of Sony Computer Entertainment America, Inc. Index tap required for four players on the PlayStation® Game Console. Acer, the Acer logo, and the 3D "A" logo are trademarks of Acer Inc. All rights reserved. ©1998, Acclaim Studios of America, Inc. Licensed by Nintendo.

**FINALLY,
NOT EVEN**



A REMOTE CONTROL CAR YOUR BROTHER CAN BREAK.



RC RACER

COMPLETE WITH 16 REMOTE CONTROL CARS AND 15 PULSE-POUNDING TRACKS, THIS GAME LETS YOU DODGE, WERVE, AND SOAR THROUGH RICH TROPICAL JUNGLES, SUN-DRENCHED BEACHES, AND MURKY SWAMPS. EVEN IF YOU DON'T FEEL LIKE RACING, THERE ARE DOZENS OF HIDDEN PATHS AND SECRET FEATURES FOR YOU TO EXPLORE. ALONE, WITH A FRIEND, OR AGAINST THE COMPUTER, THIS GAME WILL SEND YOU THROUGH DOZENS OF COURSES -- NOT BATTERIES.

AVAILABLE ON WINDOWS® CD-ROM AND PLAYSTATION® GAME CONSOLE.



©1998 Sierra Interactive Ltd. Licensed from and developed by Sierra Interactive Ltd. All Rights Reserved. ©1998 Twentieth Century Fox Film Corporation, Inc. All Rights Reserved. "Twentieth Century Fox," "Fox" and their associated logos are the property of Twentieth Century Fox Film Corporation. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

WWW.FOXINTERACTIVE.COM



Deploy.

Destroy.



Destructive Weaponry



Intense Combat



Lead and Level Everything



Limitless Worlds

Then relax over a cold one.

3DOTM

Take serious action. UprisingTM X is the only action game on the PlayStationTM game console to truly immerse you in epic sci-fi warfare. Command brigades of sci-fi troops, tanks, gunships and bombers while fighting right alongside them on the battlefield of the future. Unload hi-tech firepower against your friends in explosive two-player mode. It's intense. It's furious. It's why PlayStation Magazine said "Uprising X packs serious action-plentiful gameplay with great graphics and sound" and made it one of its "TEN MOST WANTED GAMES."

www.3do.com



The Sequel to 1997's Action Game of the YearTM



Nightmare Creatures

Nintendo 64

By Monster Mike

NIGHTMARE ON N64 STREET

The N64 finally gets a beat-em-up—or, in this case, a slash-em-up—as *Nightmare Creatures* makes the transition from the PlayStation. Although its game content is identical to that of the 32-bit release, the unfinished preview version features cleaner graphics, slightly improved camera angles, and fewer clipping problems. Some glitches, however, remain: a choppy frame rate and poor drawing. Hopefully, these problems will be eliminated before the game's release.



FRIGHT HAPPY

Gamers craving good Streets of Rage-style action should be pleased with the N64 incarnation of *Creatures*. Set in London in 1834, you play as one of two characters who must battle through a city overrun by monsters. The characters' various techniques (such as combos)

add diversity, and the creepy horror mood creates an eerie atmosphere. Gamers looking for some variety will have a fun time getting scared during their *Nightmares*.



Nightmare Creatures is coming to haunt the N64 with scarier action and cleaner graphics than the PlayStation version.

NON-CREEPY CONTROLS

NC's controls are responsive enough with the control pad, but the analog stick is preferable because it controls both your direction and speed: You walk or run depending on how much you pressure the stick. The analog also makes it easier to execute the game's various attacks, including multi-hit combos. Some control problems remain from the PlayStation version—most notably, imprecise jumps and the interminable

length of time it takes your character to turn around when attacked from behind.



Developed by Knitek
Published by Activision
Available December

80% COMPLETE



"The Best Armored Core of Project Phantasma" contest



Customize your very own AC and submit your artwork on either a memory card compatible with the PlayStation® game console or video tape with your official registration card and get a chance to win \$500.00.

Contest ends December 11, 1998. For more details, visit www.ascii.com or call (650)780-0166.



Armored Core PROJECT PHANTASMA™

Welcome to the newest edition in the Armored Core series: Armored Core: Project Phantasma. Blaze a path of destruction and devastation through enemy lines, take out secret installations, and pit yourself against the biggest and baddest ACs you've ever seen. Fully customize your AC with monster weapons and insane parts. Choose options such as missions, shop, e-mail, garage, and multi-player compatibility.

17 brand new missions

ACs can be outfitted with over 100 parts-weapons, body armor, jump jets, and more

One or two player death match mode available

Single player ladder-style fighting circuit against 49 different enemy ACs

Data from original Armored Core can be utilized and downloaded

Strategy guide available at participating retail stores

For more information: www.ascii.com
Customer Service: (650)-780-0166



ASCII
ENTERTAINMENT

©1997, 1998 From Software, Inc. All rights reserved. ASCII Entertainment and Project Phantasma are trademarks of ASCII Entertainment, Inc. Armored Core is a trademark of Sony Computer Entertainment America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The PlayStation logo is a trademark of the Interactive Digital Software Association. All other brand and product names are trademarks or registered trademarks of their respective holders.

WELCOME TO THE
CORE



WCW/NWO Thunder

PlayStation

Based on the WCW Nitro engine, WCW/NWO Thunder is striving to fix the control problems that plagued the original game, while adding a ringful of new options, wrestlers, and moves to give PlayStation fans the ultimate WCW experience. Thunder features 64 wrestlers (32 selectable, 32 hidden) from Goldberg to Raven, along with Single, Tag Team, Battle Royal, and Steel Cage matches. The game also includes weapons around ringside (stop signs, water bottles, etc.) and a new Might

Editor that enables you to strike then different parts of your grappler's body. Thunder is even hoping to provide two-man commentary from Tony Schiavone and Mike Tenay to help match the unbelievable sounds boozing from its toughest competitor, WWF War Zone. —Johny Ballgame



Developed by Inland Productions
Published by THQ
Available December

60% COMPLETE



Destrega

PlayStation

Destrega pounces the PlayStation with a unique action-fighting style unlike any game currently on the market. Featuring fast-paced one-on-one 3D battles, Destrega gives you full freedom of movement to run around each stage punching, kicking, and using magic attacks to blast your opponent. Stages are multilayered and actually come into play during fights, as players can stand on hills for better protection or hide behind rocks. Destrega

also includes 12 characters and 12 stages, along with Story, Endurance, Practice, and Team Battle modes. Fighting game fans (especially those who dig the *Bushido Blade* series) should definitely keep their fists warm for this one.

—J. Boogie



Developed by Omege Force
Published by Reel
Available December

80% COMPLETE

FIRE UP YOUR SYSTEM!

1998 MAJOR LEAGUE BASEBALL® OFFICIAL VIDEO GAMES



All-Star Baseball '99



Hardball 6



Triple Play '99



Mike Piazza's StrikeZone



VR Baseball '99

Microsoft

Microsoft Baseball 3D



Major League Baseball,
featuring Ken Griffey, Jr.



MLB '99

©1998 Major League Baseball Properties, Inc.
www.majorleaguebaseball.com



Introducing eight of the hottest, coolest, realest games.

**Real players. Real parks.
Real intensity.** Whether you have o

Nintendo 64, PlayStation, PC CD-ROM or Game Boy,
we have the games for you, **this holiday season.**

Are you tough enough? **BASEBALL'S NEVER BEEN THIS REAL.**



WHAT A
GAME.

Don't Forget: Major League Baseball video games are available **NOW**
at a store near you. Put 'em on your list this holiday season!

**X-Men**

PlayStation

Finally, a 3D fighting game starring the X-Men. Over 12 of your favorite heroes are at your disposal, each with different styles of fighting and multiple finishing moves. You can adjust the speed of the game and compete in interactive environments in two-player, tournament, or single-player story mode. Unique to X-Men is the tracking system that



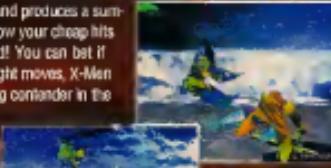
rates, assigns points, and produces a summary of your fights. Now your cheap hits will actually be graded! You can bet if Activision makes the right moves, X-Men will X-plore as a strong contender in the fighting-game ring.

—Four-Eyed Dragon



Developed and published by Activision
Available First Quarter '99

60% COMPLETE

**Tonic Trouble**

Nintendo 64



In Tonic Trouble, you're Ed, a clumsy alien who's dropped a can of mysterious tonic on Earth that's causing ecological mutations galore. You've been ordered back to Earth to clean up the mess—but the can of tonic has fallen into the hands of the sinister Grigh the Hellish. Uh-oh!

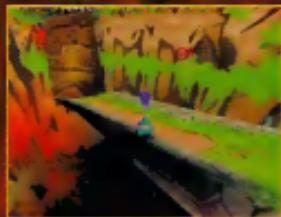
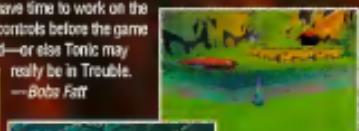
Though it has plenty of bosses and enemies, Tonic's more puzzle-oriented than recent 3D platformers like Banjo-Kazooie. Ed goes deep-sea swimming, employs a blowpipe to take out enemies, and even uses his trusty weapon as a pogo stick!

TT uses the N64 RAM expansion module, but its benefits weren't yet felt in the preview version: The arms were confined, and there were constant loading delays reminiscent of Croc. Hopefully some of the levels will open up and Ubi Soft will have time to work on the sluggish controls before the game is finalized—or else Tonic may really be in Trouble.

—Bob Fatt



Just concentrate on the puzzle and the swimming.



Developed and published by Ubi Soft
Available February '99

30% COMPLETE



**THE FUTURE
HAS ONE TINY
HOPE FOR
SURVIVAL**

Sneak Previews



Apocalypse

PlayStation

In *Apocalypse*, the ultra-violent action game starring Bruce Willis, you must kill! kill! kill! your way through 11 intense levels riddled with bloodthirsty thugs, the Four

Horsemen of the Apocalypse, and an

evil villain named the Reverend. As the adventure progresses, you collect awesome new weapons like flamethrowers and smart bombs to devastate virtually everything on screen as you run, climb, and blast your way through city streets, swamps, and rooftops. *Apocalypse* features an extremely fast frame rate, cool video walls in the background playing the latest songs from Poe, and even a bunch of smart-ass comments from Willis.

So far, it looks like *Apocalypse* will be worth the wait for gamers itchin' to pull Willis's trigger.
—Johnny Ballgame



Developed by Neversoft Entertainment
Published by Activision
Available November

60% COMPLETE



K-1 Revenge

PlayStation



The sequel to THQ's *K-1: The Arena Fighters*, *Revenge* attacks gamers with enhanced graphics, additional moves, and more fighters than the original, while keeping the same head-bashing physics and wicked knockdowns that kick-boxing fans demand. *Revenge* features 15 fighters from the K-1 federation, including Stan the Man, Andy Hug, and Ernesto Hoost. The game also sports a solid variety of modes, including One-Player, Versus, Tournament, and Team Battle. The gameplay is fast, as feet and fists swing wildly around the ring; in this unfinished version, however, *Revenge* had the same serious flaw that limited the original game—it was too easy. If this problem is fixed, *K-1 Revenge* could be the knockout-good-time that fans of the game have been waiting for.—J. Boogie



Developed by King Entertainment
Published by Infocom
Available January '99

70% COMPLETE

WHO THE !*#% YOU CALLIN' TINY?

Tiny Tank's effects are some of the most impressive seen on a PlayStation...
the game itself is a technical wonder.
—Next Generation



My name may be Tiny, but I'm also the only hope to save humanity from a bunch of brainless robots. I'm equipped with the most advanced weapons—big guns and rocket launchers—so I'm not going to take any B.S. from anyone or anything. So call me what you want, because in the end, all that matters is the size of your guns. Just ask the sorry-ass robot with a Texas-sized hole in his gut. www.tinytask.com www.mgreatesthit.com



THE ADOORABLE KILLING MACHINE



The ROM Home Entertainment
Network Digital Services Division

©1997 Midway Games, Inc. All rights reserved. Tiny Tank is a trademark of Midway Games, Inc. All rights reserved. ©1997 Presto Studios, Inc. All rights reserved. Tiny Tank is a trademark of Presto Studios, Inc.



S BAKE, BAKE, DRIVE, HESITATE, PENETRATE, ELEVATE, DOMINATE. (REPEAT.)

Welcome to NBA ShootOut '99. Where you don't just test other players' skills, you test their manhood. Are you ready? Learn the Bulls' Triangle Offense? Can you shut down Utah's pick-and-roll? Let's see what it takes to bring the boards with the league's wickedness? This year, NBA ShootOut '99 returns to the court with all-new players and more graphics, authentic Basketball Intelligence™ that can players and teams running the floor just like they do in the NBA. Test control, "Shooting" for separate shot control, and play by-play from NBA announcer Ian Eagle. NBA ShootOut '99. Find out where you're made of.

NBA
SHOOTOUT
99



989
SPORTS

www.989sports.com



There Are Some
Nasty Bugs
Going Around

www.buckbumble.com



Buck BUMBLE



BEE PREPARED



Rally Cross 2

PlayStation

98 Studios is putting less bounce in every ounce of its off-road racing sequel, Rally Cross 2. The original game's gooey suspensions turned away many drivers, so 98 has tweaked the physics model to offer realistic, but more manageable, racing action. As for everything else, however, the law of sequels prevails. Ten new cars, eight fresh tracks (plus a track editor), Rush-style shortcuts, adjustable car setups, a paint shop, and analog Dual Shock support prove that more is still more. This one's loaded out of the showroom.

Fans of the original will still get their thrills and spills, with the return of forward and backward runs as well as the suicide races. Split-screen contests only sweeten the deal. Whether you loved or hated the original game, keep an eye on Rally Cross 2. It's shaping up to exceed its predecessor in every way.—Dan Elektro



Developed by Ideal Minds
Published by 98 Studios
Available November

70% COMPLETE



Starshot

Nintendo 64



In this cartoon exploration game, you play as the title character, Starshot, a juggler who roams the galaxy with a group of circus performers in search of adventure. The game features seven bizarre worlds set in a non-linear 3D environment. As you journey through these worlds, you'll interact with over 300 zany characters. Starshot promises "Cartoon Skin" and "Total Graphical" systems, which will make you feel like you're playing a cartoon, along with a jammin' space-symphony rock soundtrack. The intergalactic circus should be coming to town this fall.—Jack of Hearts



Developed by Interplay
Published by Ocean
Available Fall '98

40% COMPLETE

Sneak Previews



Dead in the Water

PlayStation

The premise is simple: Fight for cash using a souped-up boat that literally blows away the competition. Much like a vehicle shooter, Dead in the Water has upgradeable weapons you can buy, a plethora of different power-ups, and a two-player battle mode. There are 13 boats to choose from as you race through nine levels of mayhem. In the unfinished version we played, the wave effects were realistic enough to make you seasick, but extreme draw-in made driving your boat almost impossible. If this is fixed before the game's release, DITW could prove to be unsinkable.—Four-Eyed Dragon



Developed by Player 1
Published by ASC Games
Available now

80% COMPLETE



Dungeon Keeper 2

PlayStation

If you aren't familiar with the original Dungeon Keeper for the PC, then Dungeon Keeper 2 may offer just enough wicked strategy for your righteous mind. As an evil overlord overseeing a dungeon, you must command your

servants to deal out torture, set traps for the Forces of Goodness, and wreak havoc on unsuspecting heroes who try to enter your domain. You can even join the action, playing as one of your creatures from a first-person

view. DK2 promises to keep the fires burning with plenty of spells, traps, and creatures to do your evil bidding.—Four-Eyed Dragon



Developed by Building Producers
Published by Electronic Arts
Available Spring '99

30% COMPLETE

Note: Screens shown are from the PC version.



Warzone 2100

PlayStation

Set on 21st century Earth after a worldwide nuclear holocaust, Warzone 2100 charges you with rebuilding North America—where there are plenty of areas to explore and a whole slew of artifacts to discover. Researching these artifacts is important because they open more options as you progress. Research also enables you to build more than 2000 vehicles that can be used either to fight your opposition or to explore over 30 map areas to gather needed resources. If you're into real-time strategy, this game may be a battlefield worth fighting on.—Four-Eyed Dragon



Developed by Pumpkin Studios
Published by Bileos
Available December

40% COMPLETE



Blast Radius

PlayStation

Based on the *Colony Wars* engine, *Blast Radius* takes pilots on a purely arcade-style adrenaline-packed blastfest. As a galactic kill-for-cash mercenary, you choose from four assault craft and then start heating up missiles and firing off lasers throughout 31 missions; other weapons include cluster bombs, assault rockets, and homing missiles. *Blast Radius* will also support two-player cooperative or head-to-head combat—but only with a link cable. Even as a one-player game, though, *Blast Radius* seems like a promising, mindlessly enjoyable, blow-%SO&%-up space adventure.—Air Hendrix



Developed and published by Psygnosis
Available January '99

40% COMPLETE



Eliminator

PlayStation

Eliminator offers an interesting twist on standard racing/combat games. As a POW fighting for survival, you fast-drive enemy hovercraft in a race that you win by blowing up other POWs before they blow you up—and before the time bomb strapped to your back explodes. Time power-ups



and kills replenish the all-important clock as you battle through 30 tracks in one of six ships armed from an arsenal of 12 weapons. The action goes down across eight large levels in one- or two-player split-screen play.—Air Hendrix

50% COMPLETE



The Contract

PlayStation

Psygnosis is mixing it up with the Mafia in *The Contract*, a *GoldenEye*-esque action game. Playing as one of two Mob henchmen, Simon or Natasha, you tackle over 30 undercover missions (which vary greatly depending on which character you choose) in a quest to avenge the wronged Colosio family. The developers are striving to re-create the intensity of a big-budget action flick as gamers seek revenge with more than 50 weapons, a unique targeting system, and 20 stealth moves.—Air Hendrix



Developed and published by Psygnosis
Available Fourth Quarter '98

50% COMPLETE

CAN YOUR DROID CUT IT?

STAR WARSTM

DROIDWORKS™

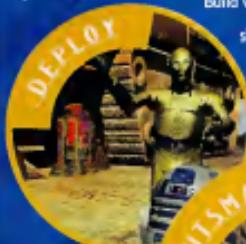


www.droidworks.com

The official Star Wars Web site
www.starwars.com



© Lucasfilm Ltd. & ILM. All rights reserved. But who's cuttin' it?



> Can you design a droid with the metal—and metal—to outsmart the Empire? Can your droid tread triumphantly through 29 torso-twisting missions to save the Rebel Alliance from deadly assassin droids? Open the two-ton door that's threatening to crush its beryllium-bronzed bones? Or use an Automaton High-Energy Power Welder to cut through 150-gauge steel?

Build wisely and your droid should be able to cut it.

So perhaps the real question is: Can you?

Sneak Previews



Winback

Nintendo 64

As part of S.C.A.T. (Strategic Covert Actions Team), you must infiltrate a complex that has been overrun by terrorists. Your objective: Prevent the terrorists from using the GULF system, a satellite capable of destroying large areas of the planet with a single laser beam. Combining elements from GoldenEye's shoot-em-up view with Metal Gear Solid's stealth maneuvering, Winback features an array of weaponry, intelligent enemies, and the ability to move freely on any level. No-doubt stealth is wealth this year—but will this “special op” game have enough firepower to gain an edge over its competition? —Four-Eyed Dragon



Developed and published by Koei

Available January '99

60% COMPLETE



Invasion From Beyond

PlayStation



Based on the alien-menace themes of B movies, Invasion From Beyond challenges you to defend your country from attacking Martians by using a variety of fighter planes armed with the latest weapons. Your missions range from normal blast-em-up mayhem to “suck-out” transportation of helpless civilians to safe houses. In this early version, you could choose from only one view and flew in areas that were too small. This invasion will need to be stronger at its release—or the battle may be over before it begins.—Four-Eyed Dragon



Developed by King of the Monsters

Published by GT Interactive

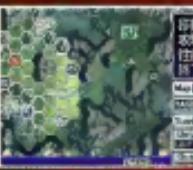
Available December

60% COMPLETE



Nectaris: Military Madness

PlayStation



This turn-based war-time strategy game casts you as commander of the Union army, which must battle the Guicy forces for complete control of the moon. Nectaris offers unique vehicles designed for different terrains, and you can choose from a variety of battle animations as you obliterate your enemies. Emphasizing strategy, NMM's gameplay is about matching your units to the enemy's in order to exploit the latter's weaknesses. Action-oriented gamers will find this game pretty slow, but fans of the genre

may find it perfectly paced.

—Four-Eyed Dragon

Developed by Hudson Soft

Published by Jaleco

Available November

60% COMPLETE



**IMPRISONED IN DARKNESS
A CENTURY AGO...**

VENGEANCE IS ABOUT TO SEE

The breakthrough sequel to the best-selling original, the story continues as the imprisoned Navi escapes to wreak revenge against the tyrannical League who defeated them 100 years ago.





THE LIGHT OF DAY

COLONY WARS™

VENGEANCE

"THIS GAME IS GOING TO ROCK" - PW

"...A SPECTACULAR GAME" - NEXT GENERATION



Dozens of space and land-based missions • 19 acts, 6 endings • Spectacular dog fights
Customizable and upgradable ships • 5 stunning and expansive solar systems



©1998 DreamWorks Interactive LLC. All rights reserved. DreamWorks Interactive is a trademark of DreamWorks LLC. Metal Gear Solid™ ©1998 DreamWorks LLC, Universal City Studios, Inc. All rights reserved. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

INCAPABLE
OF FEELING PAIN.
REALLY GOOD
AT DISHING IT OUT.



The Commando Elite. The toughest, militant roughnecks ever inducted. Take 'em on. Or fire up two-player mode and take control of the Commandos yourself. Either way, it's non-stop, show no mercy, take no prisoners, all-out 3-D warfare. So lock n' load, soldier. You're good to go.



www.smallsoldiersgame.com



DREAMWORKS
INTERACTIVE

PC GAMEPRO

PC GamePro REVIEW

Wk 95:

By Dan Edwards

RETURN FIRE 2

The original Return Fire was an inspired (and lightly decorated) reinvention of Capture the Flag. Its long-awaited sequel, Return Fire 2, offers a much tougher tour of duty and positive signs of true progress. In a phrase, the game's grown up.

The Dogs of War

Once again, players command multiple war machines, including tanks, helicopters, missile launchers, and jeeps, as well as the recently added PT boats and Harrier jets. Your opponent's flag is hidden somewhere on the island-based terrain; your goal is to find the flag and return it to your base in one piece. RF2 is kind of like heavily armed chess; you have only

a set number of vehicles for each mission and must use them wisely to win. Return 2 contains all the original gameplay elements, including retreating depots, jeeps that can traverse water, and multi-layer support for four players on a split screen or sidebar players via a LAN or over the Internet—plus, there's a new airplane dogfight mode.



PROTIP: Clear the surrounding area of deadly SAM launchers before taking out flag bunkers with an air strike.



PROTIP: On missions where you have access to the Harrier or helicopter, always start with an aerial scan of the territory.



PROTIP: Tanks are equally proficient at long-range sniping shots and ramming down walls. Use them wisely; they're the game's best weapon.

to be confusing with a keyboard and incomplete with a gamepad; you'll need a joystick with a throttle control to enjoy this fire. Also, it would've been nice if RF2 had supported wheel mice for aiming the tank's guns. As it is, getting there is not half the fun. In addition, the cryptic, wordless menus make setting options a chore, even though they were clearly designed to reduce clutter.

Way Is Heck

The impressively enhanced Return Fire 2 is ultimately more sophisticated and more mature than its predecessor. The addictive gameplay hasn't been hurt by the 3D overhaul, and if you put in the effort to learn its intricacies, RF2 can be a wild wartime romp—especially against other humans (the computer A.I. will also challenge you). Return Fire 2's not the instant, simple joy that RF fans praised, but maybe that's a good thing. Sometimes, changes are for the better. □

Front Lines with a View

War never looked so good. RF2's 3D accelerated graphics are clean, smooth, and detailed. The game's all-classical soundtrack is nearly identical to the original's, right down to the Angel/EMI-licensed recordings, which can't be beat for inspiration and mood.

The controls, however, prove



PROTIP: Before commandeering the fragile jeep, use a tank to take out all enemy turrets along its expected route.



PROTIP: PT boats are great for taking out beachfront flag bunkers—but they can't hit the SAM launchers that are often located nearby.



PROTIP: The speedy jeeps handle like real cars—they're easy to bounce off a bridge or send off a mountain. Drive carefully.



PROTIP: During dogfights, don't fire until you have missile lock.

Return Fire 2 by Bigpond Games	System Requirements
Graphics	3D Accelerated
Control	Joystick
Sound	4.5
Fun Factor	5.5
Overall	4.5
MSRP	\$49.95
Availability	Now
Age Rating	Teen
Players	10 players
Minimum System Specifications	<ul style="list-style-type: none">• Pentium 100• Windows 95• 16 MB RAM• 128 MB on HD
	<ul style="list-style-type: none">• 3D CD-ROM• 96-bit sound card• PCI with 3D• Joystick with throttle/tilt

**PC GamePro
REVIEW**

Win \$5

By Brian

URBAN ASSAULT

In Microsoft's new real-time strategy game, *Urban Assault*, Earth is in post-nuclear war ruins, survivors are pissed, and aliens want Earth for themselves. What can you do? Save the world, of course.

Saving the Planet, Carefully

In *Urban Assault*, you defend what's left of the planet—one map sector at a time. You must manage your base and resources, but, as in *Battlezone*, you can also jump into first-person action and fight in 15 vehicles. Unlike *Battlezone*, however, you're linked to all the vehicles in your army and can jump into any vehicle at any time (which can get confusing).

Everything is controlled either via a translucent map or by clicking on the 3D units themselves. Because things can quickly become hectic, you must juggle all your duties correctly—managing energy, defending the base, sending backup—or you'll find yourself losing in a jiffy. A keyboard-and-mouse combo works well for the control; sim fanatics can hook up a joystick, but the simple vehicle controls don't demand it. The 3Dfx graphics of the bleak landscapes could be smoother, but the post-apocalyptic soundtrack (by X-Files composer Mark Snow) feels very appropriate.



PROTIP: *Don't* let your enemies jump into the base of battle stations to regenerate from the Blue Beam to reinvade the situation.

Mars of TOMORROW

Urban Assault presents an interesting combination of strategy, action, and sim, and although it's less intriguing than its spiritual partner *Battlezone*, fans of futuristic warfare may still want to enlist. □

Urban Assault by Microsoft			
Requires	Second	Control	Fee/Fair
1.0	0.8	0.8	4.8
32x 48 Available now Storage: 1 player	Customize Available Backup saves Windows ESD saving Everyone		
Minimum System Requirements			
+ Processor 133	+ 8MB on HD		
+ Windows 95	+ 4X CD-ROM		
+ 16 MB RAM	+ SVGA		



PROTIP: Jump into your enemy's vehicles whenever you can; the human bases almost always prove to be the key to winning battles.



PROTIP: *Don't* underestimate tanks. Their defensive protection can be the determining factor between winning and losing your last battle.

**PC GamePro
REVIEW**

Win \$5

By Sam Eshko

Plane Crazy

The PC software shelves are bursting with realistic flight sims—but how about fun ones?

Plane Crazy takes the best action elements from racing games and gives them wings.

The Danger Zone

If it weren't for the aircraft, racing gamers wouldn't be too surprised at *Plane Crazy*'s setup. Three planes are yours to control—and paint!—as you power through nine rendered courses. You can earn money by winning races and use the cash to upgrade your machine. Throw in some power-ups, a dash of weaponry, and some sneaky shortcuts, and you have all the hallmarks of a traditional action racer.

The setup feels familiar, but the airborne gameplay's not. Sure, you can soar high, but you'll move faster if you stay low... and low swoops are suicidal. The extra freedom of movement (and the crosswinds) makes for a new challenge.

Plus, gamers choose their shortcuts by literally blasting open alternate paths. And don't forget about those AI, or multiplayer human pilots on your tail, either. It's all action, all the time.

Crazy Obstacles, Rational Radio

The courses themselves look great, filled with incredible architectural hazards like pipes, cliff walls, and narrow passages. Your crew chief radios you

throughout the race with updates, advice, and smart remarks, backed by a refreshingly bluesy southwestern soundtrack. The configurable controls feel fine with keys, a joystick, or a gamepad.

Plane Crazy is one challenging racer, and it's worth a test flight. Grab some Dramamine and take to the skies! □



PROTIP: Shaky pilots can lightly bounce off the water (and even rocks and buildings) without damage. Just don't make a habit of it.



PROTIP: When one plane explodes, any others too close to the wake will also blow. At the first flash of orange, take evasive action.



PROTIP: Don't be afraid to ease off the throttle in a tight spot. A crash is always worse, and you can regain lost speed through clever maneuvering.

Plane Crazy by SimGearSoft			
Requires	Second	Control	Fee/Fair
1.0 Available now Rating: 3 players	Multiple views Customize Available Backup saves Windows ESD saving Everyone		
Minimum System Requirements			
+ Processor 133	+ 4X CD-ROM		
+ Windows 95	+ 32MB graphics		
+ 16 MB RAM	+ Sound card		
+ 32 MB or 60			



Indiana Jones and the Infernal Machine

Win 95

Win 98

Win NT

By Bob Fatt

Everybody's favorite whip-wielding archaeologist faces his most perilous crusade yet: Taking on Tara Croft for the title of top pop-culture adventure. If third-person adventure gaming has a name, could it now be Indiana Jones?

Jonesin' for Some Indy

Indiana Jones and the Infernal Machine promises to deliver breakneck action through 16 exciting chapters that span the mysterious ruins of Babylon, the dangerous Tian Shan Mountain region in Kazakhstan, the sinister Aztec pyramids in Teotihuacan, and the underground labyrinth of the Olmecs.

It's 1947, and Indy has learned of a Soviet physicist who had been searching the Tower of Babel for an ancient machine that could open the door to a parallel dimension and unleash a force of mass destruction.

The Soviets have found the Infernal Machine, and they're trying to reassemble it. It's up to Indy to traverse the globe and beat them to the lost parts. If he fails, democracy is doomed!

Raiders of the Lost Parts

Any Indiana Jones adventure has to feature intense puzzle solving, breakneck escapes, and globe-crossing mysteries—and Infernal Machine is no exception. As Indy, you'll crawl, run, leap, swim, climb—and of course swing—through temples, tombs, and dungeons in search of the Infernal Machine's parts. When found, the parts endow Indy with mysterious magical powers that enable him to further unlock the vast mysteries of the game.

The Fast Crusada

Indy's packing his faithful whip and pistol, but he's also bringing along a WWII-era assault rifle, a Red Army machine gun, stiletto charges, and a bazooka. You'll plow through whitewater rapids on a raft, catapult through an off-road Jeep chase in the jungle, and career rollercoaster-style on a mine-car ride. Hold on to your brown fedoras—Indiana Jones and the Infernal Machine looks like it's going to be one hell of a ride!

*Developed and published
by LucasArts*

Available First Quarter '99



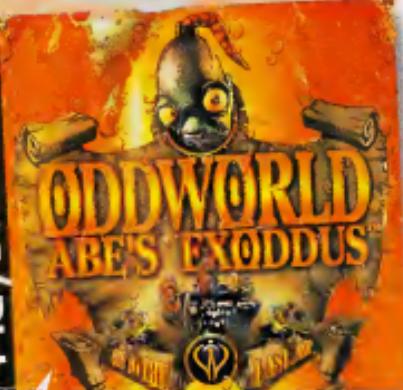
Respected coach and video gameologist Tom "The Thumb" Blake says that you can't be a video game star of tomorrow without knowing what the video games of tomorrow will be like. That's why he recommends learning all you can about the fascinating



VIDEO GAMES OF THE FUTURE

EVOLUTION OF THE HUMAN THUMB

By computing increased video game play and factoring in Darwin's laws of natural selection, leading video gameologists believe by 2094, humans will have three thumbs on their right hand and each will be the size of a ripe South American banana.



Coach Blake also says that the more things will change, the more they will stay the same. Target will still be the best place to get all the best video games. Like Oddworld Abe's Exodus for just

INTERSPECIES PLAY

How often have you wished you could compete against a wolverine? Or a giraffe? Well, thanks to a joint effort between The Polytechnical Institute of Video Gameology and six hedgehogs, interspecies play is closer than you think.



GAME SYSTEM IMPLANTS

Video game systems of the future will be completely portable. By removing a few of the less-used and less-important body parts (one kidney, the spleen, ½ of the large intestine) room will be made for entire game systems to be implanted directly into the human body. A few bugs have yet to be worked out. Such as, where one will insert the game cartridges.



CLONING



Players of the future won't have to look very far for competition. Thanks to cloning, you'll be able to play against yourself for hour upon hour. And best of all, you'll always win.

\$39.99

Get into the game.

TARGET
EXPECT MORE PAY LESS

PlayStation



Half-Life

Win 95 Win 98

By Dogg

We had our first shot at an early version of Sauer's long-awaited first-person blaster Half-Life, and this clever game is on-target so far. The developer, Valve, has rewarded patient gamers with sharp environments, a good pace, and a well-thought-out design that'll suck you right in. It's one of the shrewdest mixes of action and brainwork that you'll find in a first-person shooter; as the complex story unfolds, you'll be involved in some heavy exploration and difficult puzzle-solving.



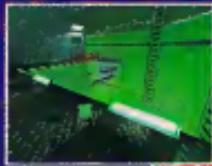
Mutation Nation

With a stunning interactive intro that has all the cinematic style of a cut scene, Half-Life sets the scene better than any shooter to date. You're a Ph.D. in the Black Mesa experimental materials facility in New Mexico, but after some serious trouble, your degree ain't worth the paper it's printed on. Moreover, you have to confront all sorts of mutated creatures that come fast and furious—yet, for all its smarts, Half-Life doesn't stint on action. The multiplayer options weren't implemented in our advance copy, but the early single-play missions are up to snuff and then some.



Get a Half-Life

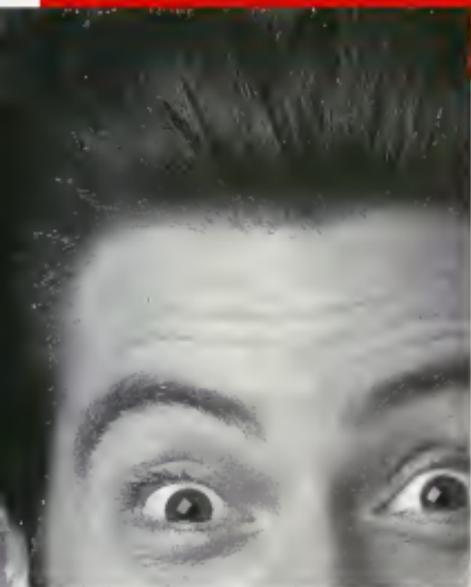
Even incomplete, Half-Life's environments showed astonishing quality, and its killer sound is true 3D: Conversations and ambient noises rise and fade realistically as you move toward and past them. Half-Life also boasts an opponent A.I. that may rival anything you've ever played against, making Half-Life's action as fierce as its look is fine. Put this one on your must-have list for the holidays.



Developed by Valve
Published by Sierra Studios
Available November



Gaming SO fast, you won't know what



annihilated you.



WorldNet[®]
Service

Your Internet is ready.

Now AT&T WorldNet[®] Service brings you GameHubSM on a blazing T45 connection — at speeds you've never felt before — for only \$4.95 a month.

GameHub, AT&T WorldNet Service's new Gaming site, has today's hottest games — like Unreal,

GameHub for

\$4.95

a month.

(AT&T WorldNet
Service additional)

Forsaken, Total Annihilation and all the rest — at speeds that will blow you away.[®] And there's no faster way

to the Internet: 24 hours a day AT&T WorldNet Service**. With

Ezate Online,[™] powered by AT&T

WorldNet Service, you'll also get news, sports and links delivered right to your screen when you log on. The good news? AT&T WorldNet Service is only \$14.95 a month! And for only \$4.95

more, you get the amazing GameHub So call

today or download the AT&T WorldNet Service software. And remember, don't shoot 'til you see

the greens of their eyes.

**Download free software right now at:
www.att.net/wns/pro or call**

1 800 883-0228

GameHub is a service mark of MPCTM.

*Your speed may vary depending on your computer and equipment. **Offer valid for new AT&T WorldNet Service customers. Standard Plan includes 12 months of 24-hour access. Premium plan includes 12 months of 24-hour access plus 100 hours of Web with a savings of \$1.00/month less than the then current AT&T WorldNet Service Standard Price Plan (Unlimited \$15.95) for 12 months for AT&T Residential Long Distance customers, or 6 months for non-AT&T Long Distance customers (\$1.99 each additional hour). Telephone access and other charges and taxes may apply. Other terms and conditions apply. ©1998 AT&T. All Rights Reserved.



© 1998 Sony Computer Entertainment America Inc.



The "University Licensed Collegiate Products" logo is the exclusive property of the Collegiate Licensing Company. The "Collegiate Licensed Product" logo is the property of the Collegiate Licensing Group. Athletes, logos, team icons, and messages associated with the NCAA, universities, bowls, and conferences designate the exclusive property of the respective institutions. Collegiate, the stylized "C" logo, University, Trophy and University registered service marks, generally by the Collegiate Licensing Group, Inc., are trademarks of the National Collegiate Athletic Association, Inc. and the National Collegiate Athletic Association, Inc. All other marks and names are the property of their respective owners. © 1998 Sony Computer Entertainment America Inc. © 1998 Gary Computer Entertainment America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment America Inc.

N

OT ENOUGH EMOTION
IN PRO FOOTBALL? MAYBE
THAT'S BECAUSE THE PLAYERS
SPENT IT ALL DURING COLLEGE.



There's nothing in the world of sports quite like college football. And there's nothing in the world of sports video games quite like NCAA GameBreaker '99. This year, GameBreaker returns with a host of features its competition can't touch. Compete for the Heisman Trophy, build your own dynasty with the blue-chip recruiting mode, and listen to the legendary Keith Jackson call the action. NCAA GameBreaker '99 from 989 Sports. It's college football at its best.

NCAA **GAME
BREAKER**
'99



www.989sports.com





Myth II: Soulblighter

Win 95



(including building interiors), and other gameplay goodies. Magic, for instance, has been substantially boosted: In the original, the number of spells available to units was limited, but Myth II's spellcasters will have a blue mana bar over their heads that depletes with each spell, but replenishes over time. For the squeamish, there's also an option to turn off the blood factor (but what fun is that?). Multiplay over Bungie.net will be supported, and plans to include a map editor are being implemented. Can Bungie rock the real-time strategy world twice in a row? Find out around Thanksgiving.—Diesel

*Developed and published by Bungie
Available November*



Bungie's sequel to

Myth: The Fallen Lords

is close to fruition, and based on the incomplete beta we played, things are looking quite promising. The familiar top-down view is back, along with the rotating 360-degree cameras. Bungie also threw in ambient life (such as squirrels and chickens), new characters, more realistic terrain

(including building interiors), and other gameplay goodies. Magic, for instance, has been substantially

boosted: In the original, the number of spells available to units was limited, but Myth II's spellcasters will

have a blue mana bar over their heads that depletes

with each spell, but replenishes over time. For the squeamish, there's also an option to turn off the blood factor

(but what fun is that?). Multiplay over Bungie.net will be supported,

and plans to include a map editor are being implemented.

Can Bungie rock the real-time strategy world twice in a row? Find out around

Thanksgiving.—Diesel



Heretic II



Win 95

Win 96

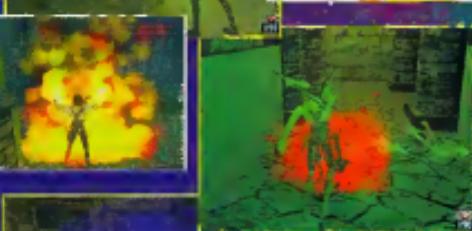
Win NT



Here's hoping Unreal had fun being the king of shooter empires, because Heretic II is about to eat it for lunch. In Activision's fantasy-shooter sequel, players assume the role of Corvus, who must find the cure for a deadly magical plague. Using a seriously tweaked Quake II engine, Heretic II offers a third-person perspective, making the game look less like a corridor crawler and more like ye olde Tomb Raider with increased speed and ferocious mystical firepower.

Among said weaponry are such period novelties as walls of flame, spheres that look and act like exploding beach balls, and arrows that rain blood. There's also a host of magical defenses that hover around you while you walk. The Quake II foundation is obviously solid, but this playable pre-alpha proved surprising. Even at this incredibly early stage, Heretic II already looks better than many games look in their final forms.—Dan Elektro

*Developed by Raven Software
Published by Activision
Available Fourth Quarter '98*



Forget about ram and hard drives, install a
LITTLE SMARTASS
in your computer.



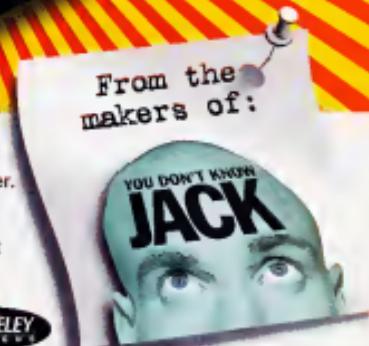
HeadRush is a new twisted trivia CD-ROM game that will test your wits, your sense of humor, heck, maybe even your bladder. It's packed with pimple-poppin', puppy-skinnin', poop-steppin' fun. Not to mention, three free kickin' new music tracks from Swirl 360, Motorbaby, and 2 Skinnee J's. So, smarty pants, put down this magazine and run to your local software retailer.

Check out the demo
www.headrush.com

SIERRA
INTERACTIVE

JELLYVISION

BERKELEY
SYSTEMS



Software, screen graphics and packaging ©1996 Berkeley Systems, Inc. The Berkeley Systems logo is a registered trademark of Berkeley Systems, Inc. All text and sound ©1996 Jellyvision Inc. HeadRush is a trademark of Jellyvision Inc. ©1996 Sierra On-Line, Inc. ® and/or registered trademarks or licensed to Sierra On-Line, Bellevue, WA 98007



King's Quest: Mask of Eternity

Win 95

Win 98



The latest in the King's Quest series from Sierra, *Mask of Eternity*, leaves behind the 2D engine to bring you the kingdom of Daventry in full 3D. The Mask of Eternity itself has been shattered into five pieces and scattered throughout the kingdom. Your possession of one fragment has already kept you from being turned into stone, and now it's up to you to save the kingdom—again. Traveling through seven worlds, you'll engage in conversation and combat with numerous characters in your quest to find the remaining four pieces of the mask.

Mask's 3D engine makes for detailed and smooth gameplay, allowing you the free movement of Tomb Raider while adding an exciting-yet-simple new combat system. Cracking fences, swinging window shutters, and true shadows combined with smoothly transitioning environmental sounds should bring gamers a King's Quest experience like never before.—GinR

Developed by Sierra Studios

Published by Sierra

Available November



Uprising 2

Win 95

Win 98

One of the founding fathers of the burgeoning strategy/action genre is returning to the fray with a sequel that looks to take a giant leap forward. With three campaigns spread across several planets, *Uprising 2* takes the fight onto alien turf. The basic concept's more or less the same, though: You not only drive a tank-like command vehicle, cutting a path through the carnage in standard action style, but you also must switch to a tactical/resource-management view to create and deploy units to aid you in the fight. The graphics are already eye-catching, and Cyclone reports that its focus is on making the game much more playable by providing a better interface and deeper scenarios. Thanks to strong multiplayer support and a built-in level editor, *Uprising 2* looks like a promising prospect.—Air Hendrix

Developed by Cyclone Studios
Published by 3DO
Available Fourth Quarter '98



COMING SOON TO

GAMES.NET!

GAMEPRO

ON LINE

GamePro Online



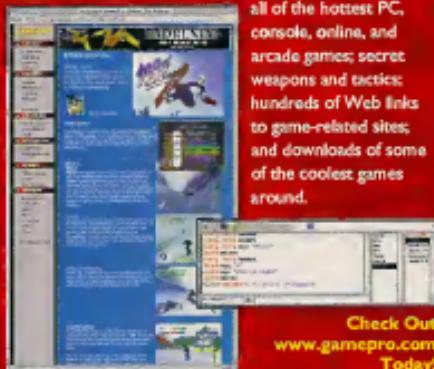
has a cool, new design, making it easier and faster for you to get to the nitty-gritty interactive gaming information you're looking for to help you stay ahead of the pack.

Updated daily

by the editorial experts of GamePro magazine,

GamePro Online gives you everything you want and need to know about interactive gaming—

all of the hottest PC, console, online, and arcade games; secret weapons and tactics; hundreds of Web links to game-related sites; and downloads of some of the coolest games around.



Check Out
www.gamepro.com
Today!

Chat Rooms & Message Boards: Talk to fellow gamers about what's hot and what's not. Get the latest tips and cheats and compare strategies to retain your cutting edge.

Online Exclusives: Check out special game previews and field reports from the expert gamers—the GamePro Editors. You won't find this hot information covered in GamePro magazine or anywhere else!

Game Demos: Test your PC gaming skills. Download the latest PC games and check 'em out before you buy!

Fighter's Edge: Improve your fighting strategy with intense move lists, cheats, and tactics to help you conquer your opponents every time.

Sports: Check out the latest previews, reviews, and cheats for all of your favorite sports titles.

Role Play: Get the latest secret weapons and tactics for today's top role-playing games.

**More Gameplay
More Tips and Codes
More Game News
More Options**



WWW.GAMEPRO.COM

Log on again for the first time!



GamePro Online is now linked to www.idggames.net for even more great game news and downloads!



Requiem: Avenging Angel

Win 95

Win 98

Angels aren't always gentle, a fact you'll learn in 3DO's upcoming *Requiem: Avenging Angel*. You play as Malachi, an angel of the Chosen, whose mission is to wipe out the angels of the Fallen. This first-person blasting moves from Earth to outer space and descends, eventually, to the depths of Chaos, as you do extreme battle with the minions of Hell.

Developing a host of angelic powers along the way, you'll mix up weapons such as locust plagues and boiling-blood spells; alternately blinding your enemies with holy light; using the ultimate weapon, Banishment; or trying demons with lightning strikes. You'll gather clues by interacting with other characters, and, because they're not all hostile, you'll have to decide carefully when you should be. —Dogg

Developed by Cyclone Studios

Published by 3DO

Available Fall '98



Space Bunnies Must Die!

Win 95

Win 98

What do you get when you throw Tomb Raider, Redneck Rampage, and *The X-Files* into a blender? The manic third-person shooter, *Space Bunnies Must Die!*

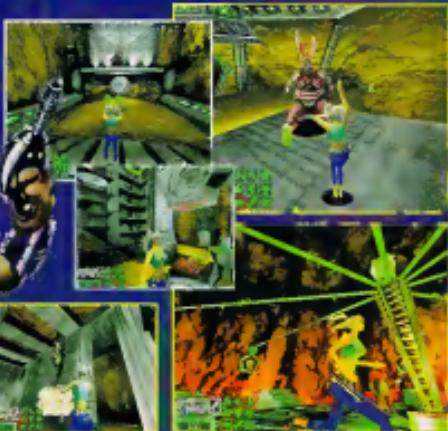
Bunnies reveals the adventures of Allison Huxter, a gum-crackin' diner waitress from New Mexico, who's out to rescue her country-singer sister from armor-garbed alien rabbits. Fortunately, Allison can do something Lara Croft can't: dance. That's cool, because the bunnies call off their attacks as soon as she starts to boogie, giving Allison plenty of time to make some rabbit stew with her powerful weaponry.

Bunnies has a colorful, graphic look in keeping with its playful, B-movie-inspired feel—but after two years in development, the game's already starting to show its age. Can *Bunnies* compete with the latest from Lara? Stay tuned. —Dogg

Developed by Alex Entertainment

Published by Bigpond Games

Available now





GET "WARPED"

at

SEARS

playstation



\$5 Off

SEARS

FUNTRONICS

CRASH
BANDICOOT
"WARPED"

\$5 Off

NAUGHTY DOG

RETAILER COUPON



R 5772780596 * 1000



UNIVERSAL
INTERACTIVE ENTERTAINMENT
www.universalstudios.com



Good for \$5 off a copy of Crash Bandicoot: WARPED at Sears Funtronics Dept regular purchase price. Valid 11/03/98 - 1/31/99 only. Offer not good on buying balances, gift certificats or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction. One per customer. Void where prohibited by law. Cash value 10¢. © 1998 Sony, Playtek and Co. Redistribution guaranteed or your money back. Sony Computer Entertainment logo is a registered trademark of Sony Corporation. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Crash Bandicoot: "WARPED" TM & © 1998 Universal Interactive Studios Inc. All rights reserved. www.universalstudios.com. Developed by Naughty Dog, Inc. All rights reserved.



PowerSlide

Win 95 Win 98

If traditional road racers leave you cold, GT's new dune-buggy jump may give you something to dig your toads into. True to its name, PowerSlide will challenge off-road veterans with realistic suspensions and long sliding turns that will take some skill to navigate. No wacky weapons here—it's racing, pure and simple, with some SF Rush-style secrets and shortcuts thrown in for good measure. Remarkably clean graphics, neural-network AI, and a unique post-apocalyptic setting (such a thing is possible, even if the whole desolate-future subject has become cliché) give PowerSlide the inside track this fall.

—Dan Hare

*Developed by Rattbag
Published by BT Interactive
Available Fourth Quarter '98*

**PowerSlide**

Viper Racing

Win 95 Win 98

Sierra Sports, famed for NASCAR Racing and the CART series, takes racing down a different road with its new celebration of the Dodge Viper. You can choose a paint job, tweak your car's setup, and peel out against a pack of Vipers in races ranging from serious simulation to raucous arcade action. Tracks include winding mountain paths, circuits, and other 3D-accelerated locales. The alpha copy we played contained some pop-up and needed a better sensation of speed, but hey—that's why it's an alpha. Thankfully, there's still time to fine-tune Viper Racing before it gets the green light.—Dan Elektra

*Developed by MCI Racing
Published by Sierra Sports
Available November*

DethKarz

Win 95 Win 98

DethKarz does futuristic racing right—it's sort of Grand Prix Legends meets Wipeout. Open-wheeled cars slide around 12 tracks, grabbing offensive power-ups along the way. Since every car's equipped with a plasma cannon, nobody will dare call you a sore loser. Visually, DK already packs a punch, with moody Blade Runner-style cities as well as one track made of ice and another one on Mars. In the beta version we played, you could choose from only a handful of cars, and there was some noticeable draw-in on the horizon. If those elements can be straightened out, DethKarz might find a loyal following.—Dan Elektra

*Developed by Beam Software
Published by GT Interactive
Available November*

GAMERPRO December 1998



YOUR STRATEGY. YOUR WAR.

Think you've got the strategic skills to challenge some of the greatest military minds of all time, soldier?

It's 1946 and World War II is about to begin. But this time, the outcome is up to you.

Axis & Allies, the classic strategy game, is now on CD-ROM.

Every battle, campaign, advancement and attack comes to life on your PC with an easy-to-use interface so you can concentrate on the only thing that matters; all-out victory. Take on the whole world. Better yet, take it over.



Lead your armies into battle on a highly detailed interactive map that recreates all WWII theaters of war.



Realistic graphics, sound effects, and tons of World War II footage bring the battle to life.



Wage war over LAN, modem-to-modem or the Internet via Microsoft's Internet Gaming Zone.

Axis & Allies

CD-ROM



For more information about Axis & Allies CD ROM, please visit our website at www.axisandallies.com or call 1-800-499-1352.

©1998 Hasbro Interactive, Inc./Hasbro, Inc. All Rights Reserved.



FATHWAR BEAST
PRAISE THE LORD
& PASS THE AMMUNITION.



Activision is a registered trademark and Apogee is a trademark of Activision, Inc. © 1996 Activision, Inc. Licensee of Sony Computer Entertainment America, Inc. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment America, Inc. All other brands, names and trademarks are the property of their respective firms.

ACTIVISION

IT'S RAW ACTION

TAKING ON ONE OF THE LARGEST ACTION SEQUENCES IN THE HISTORY OF GAMES, IT'S AN ALL-OUT, ELITE MILITARY UNPLUGGED AND CYBER-STANDED FOR THE MOST INTENSE HARD CORE ACTION EVER.



DESTROY IT ALL

TAKE OVER MULTIPLE LEVELS, EXPLODING PRISONS, TOWNS AND MORE. DESTROY EVERYTHING IN YOUR PATH IN 3D REAL TIME, WITH THE ENVIRONMENT THAT EXPLODES, EXPLOSIVE BOMBING, FLIGHTS,



LOCK AND LOAD

BRAVE FIRE, DODGE, FLEET AGREED UP TO EIGHT WEAPONS ON SCREEN AT A TIME. USED THING YOU CAN DON MULTIPLE WEAPONS AT ONCE LIKE FLAME THROWERS, SEMI-AUTOMATICS AND HOMING MISSILES.

THE END OF THE WORLD IS NEAR.
YOU'RE BRUCE WILLIS, STARRING AS
TREV KINCAID, NANO-PHYSICIST AND SOLE
DEFENDER OF THE WORLD. IT'S UP TO YOU
TO DEFEAT THE FOUR HORSEMEN BEFORE
IT'S HAPPY TRAILS TO US ALL.

BRING IT ON.

FEATURING FED/ATLANTIC RECORDING ARTIST POE OF VAGUE.
LOGO FOR POE'S NEW CD RELEASE THIS WINTER.



APOCALYPSE
AN ORIGINAL PLAYSTATION® GAME
STARRING BRUCE WILLIS.

THE END BEGINS THIS NOVEMBER.

WWW.ACTIVISION.COM



THE INTENSOR® SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile

feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer



Fig. 1. A breakdown of what you're up against.

#	ITEM
1	Left 2" Mid-Range Directional
2	Right 2" Mid-Range Directional
3	5.25" Center Mid-Range
4	5.25" Low Frequency Tactile Driver
5	High-Range Tweeter
6	Sound Volume
7	Tactile Intensity
8	Electronics Unit
9	Heavy-Duty Single Cord Connector
10	Optional Office Chair Base
11	Optional Subwoofer
12	Headphone Jack

PART TWO

Remember, in this chair no one can hear you scream

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down



Fig. 2. At 70 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every

engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common

DEFENSIVE PROCEDURES



Fig. 3a
The Dodge



Fig. 3b
The Weave



Fig. 3c
The Duck

TACTILE SENSATION GRAPH



Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.

Fig. 5. Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

PART FOUR

Any game. Any system.
Any medium. After this, nothing
will ever be the same.

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness

And there's no going back. It's the gaming version of the thousand-yard stare. You'll recognize it in others who've "been there." Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.



Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him on their side one side to allow fluid drainage.)



In the event of nervous breakdown, seek help at
www.intensor.com

Assuming you've read this carefully, proceed to your favorite gaming retailer.

Arcade World '98

The arcade biz is buzzing thanks to the awesome new games displayed at two of the industry's biggest shows: AHDL, held in Tennessee this year, and JANMA, in Japan. From CarnEvil and Star Wars Trilogy to NFL Blitz '99 and House of the Dead 2, arcade gamers are in for a wild token-munching ride this winter. By Anthony DelGrosso and Major Nite

CarnEvil by Midway

Protective parents and senators, beware—CarnEvil is the nastiest, most disgusting, addictive shooter of the year—and it's blasting into arcades just in time for Halloween.

In CarnEvil, players shoot through four gory levels crawling with over 40 creepy characters from a deformed baby who bats all over you to a sinister Santa Claus clone—along with his evil elves, of course.

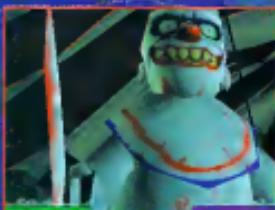
The gameplay is frighteningly fast as enemies swarm the screen from all angles to get a piece of you. And, speaking of pieces, you not only shoot enemies, but actually blow off chunks of their heads and bodies using shotgun blasts, flamethrowers, and acid bolts.

Each cabinet comes equipped with two shotguns that players must actually pump to reload. The reloading and shooting sound effects crank the game's realism as well as its thrill factor.

If you're a twisted gamer who's been looking to literally blow enemies to bits, then CarnEvil is the freakish house of horrors you've been saving your quarters for. Step up, twitch the trigger, and pump your shotgun if you dare!



Let the freak show begin. CarnEvil is a bloody, sick, and...well, Evil game that's just gnawin' for your quarters.



Vapor TRX by Atari

One of Atari's main attractions at AMDA was Vapor TRX, an antigravity racing game reminiscent of Hyperdrive. In TRX, you speed along in one of six ships on four tracks. Unlike Hyperdrive, however, TRX throws weapons into the mix for some fast-paced shooting action. The 3D courses require you to steer both horizontally and vertically as you speed through various city and jungle environments. If you're looking for something more than a lap race, Vapor TRX should rev your engine.




Gauntlet Legends by Atari

Gauntlet Legends upgrades the classic arcade game with a brand-new look, more options, and even hidden characters. Legends' 3Dfx graphics are sharp, detailed, and never falter—even when the screen is filled to the brim with monsters. Despite Legends' 3D look, the gameplay is actually 2D and feels just like the original's. And although the version at AMDA needed some tweaking

(the boss A.I. was barely implemented).

Legends was a nostalgic blast to play and should raid a lot of piggy banks this fall.

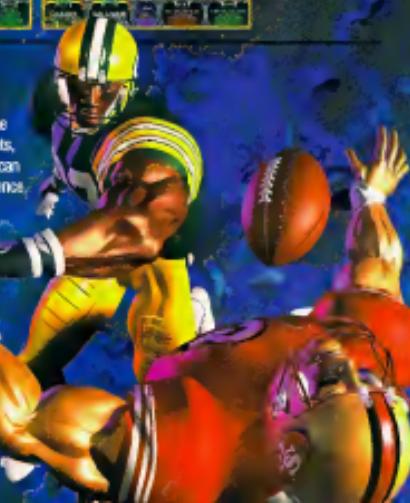


NFL Blitz '99 by Midway

Midway sacked the competition at AMDA with NFL Blitz '99, an enhanced upgrade of the smash arcade title NFL Blitz. In addition to the in-your-face rough-and-tumble action of the



first game, Blitz '99 has more voices, stadiums, secrets, and techniques than last year's game—team players can even catch "on fire" à la NBA Jam. The biggest difference, however, is the addition of two more controllers for four-player action. If you thought the first Blitz was something, wait until you see Blitz '99. With all the changes and new features, the game has lost none of its fun.



Star Wars Trilogy Arcade by Sega



Although only 40 percent complete, Star Wars Trilogy Arcade already features impressive graphics and gameplay. The Model 3 shooter will include six stages, each featuring vehicles (X-Wings, Speeder Bikes, and so on) found in the classic movies, along with hidden secrets that, if found, alter the course of the level.



Spikeworx by Sega



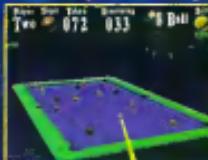
Spikeworx is Sega's new Final Fight-type beat-em-up where up to four one-player game cabinets can be linked together for the ultimate urban brawl. The game features four characters, multiple weapons, several bosses, and 30 areas to get your rumble on.

The Ocean Hunter by Sega



One of the most beautiful games at either show, Ocean Hunter sports underwater shooting mayhem in each of the seven seas. As you search for treasure, you slaughter sharks, eels, and other marine life (what did the poor fish ever do to you?) while avoiding deadly icebergs and exploring ancient ruins.

Virtual Pool by Incredibl Technologies



A surprisingly addictive game, Virtual Pool enables hustlers to play Eight Ball, Nine Ball, Straight, and Speed Pool. The game uses a trackball for precise aiming and power control; it also provides Season play that tracks your scores, ranking you among other gamers throughout the country.

Radikal Bikers by Atari



In Radikal Bikers, you play as a pizza delivery person who must speed through the city streets on a souped-up moped to deliver spicy-hot pepperonis. Each level is jammed with obstacles, ramps, pedestrians, and power-ups as the game delivers fast one- or two-player linked races.

Dynamite Cop by Sega



The sequel to Die Hard Arcade, Dynamite Cop busts heads with its fierce fighting and gun-blazing action. Up to two players can join in the fray to stop a band of terrorists who've seized the luxury cruiser Bermuda. You select from three new characters, each with their own combo moves and bone-breaking throws.

and many time-released secrets, including hidden characters, weapons, and stages.

Fisherman's Bolt by Konami



Fisherman's Bolt features Beginner, Training, and Tournament modes along with seven types of lures and a Real controller that actually vibrates when you hook the big one.

Daytona USA 2: Battle on the Edge by Sega



Daytona 2 hits the track with the look of a champion. With game play a bit on the dull side, though, this stock-car simulation will leave you driving in circles. Only hardcore racing fans need to strap in for this disappointing effort.

Soul Calibur by Namco



Soul Calibur burn-rushed the show with the smoothest moves and coolest graphics of any fighting game on the floor. Calibur features awesome weapon-based fighting.

The JAMMA Show

And what was big overseas? Zombies and rapping! Here are some noteworthy titles that went on display at the 36th Annual Tokyo Amusement Machine Show. By Prince Paul (Special thanks to Major Mike)



By Sega

galore, HOTD2 adds new elements to the melee, including cleaner graphics (courtesy of Sega's Naomi arcade board) and new monsters. (For more on the Naomi hardware, check out "ProNews" in this issue.) House of the Dead 2 should haunt arcades this fall.



Blood Bullet:

The House of the Dead Side Story

by Sega

Sega's Blood Bullet is a spin-off of the House of the Dead gun games—without the gun. Bullet is an action game similar to Spikeout, but instead of beating down punks you battle zombies and other monsters. You can use a variety of weapons and hand-to-hand techniques such as punches and kicks.



beatmania 3rdMIX

by Konami

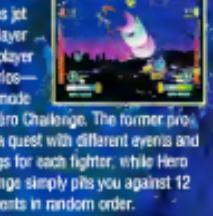
Although they haven't taken off in the states yet, Konami's DJ sims have been burning up the arcade charts in Japan. In beatmania 3rdMIX, you create music mixes by pressing buttons and moving a turntable. The objective of the game is to either match music patterns put out by the computer or pump up the volume against another player in two-player mode. Can you dig it?



Tech Romancer

by Capcom

Capcom Coin-Op was a surprising no-show at AMOA, but they were out in force at JAMMA. The company's main attraction was Tech Romancer, a mech-fighting game not unlike Sega's Virtual On. Created by Shouji Kawamoto, creator of Macross (known to U.S. audiences as Robotech), Tech Romancer focuses more on long-range combat (with missiles, machine guns, and other weapons) than short-range punching and kicking. Each mech has one or more pilots, depending on the mech you choose (à la Cyberbots), and some mechs can even change into other weapons such as jet fighter planes. In addition to the two-player head-to-head game, there are two one-player scenarios—Story mode and Hero Challenge. The former provides a quest with different events and endings for each fighter, while Hero Challenge simply pits you against 12 opponents in random order.





Real-time body impact physics –
blow off arms, legs,
and even heads!



Heat other players in one of three
multiplayer deathmatch modes.



3D terrifiyingly realistic enemies
built with soft-skin technology.



"One of the coolest action games
of the year for N64 owners."
—GamePro

TUROK

SEEDS OF



TUROK™ & SEEDS OF EVO™ © 1998 Andromeda Entertainment, Inc. All rights reserved. All other character names and the names and trademarks thereof are trademarks of Activision Computer Games, Inc. "N64" is a trademark of Nintendo of America Inc. "PC" is a trademark of America, Inc. Activision is a division of Andromeda Computer Publishing, Inc. © 1998 Andromeda Entertainment, Inc. All rights reserved.
Screen shots depict scenes taken from the Andromeda PC version of the game.



TUROK™ EVIL



30 square miles of monstrously
immersive and hyperreal single and
multiplayer environments.



Sniper mode - gun your
enemies down before they
know you're there.



Over 24 devastating weapons
from the War Blade to
the Cerebral Bore.



The most impressive H&D game ever!
—Ultra Game Players

Coming October 1998 A.D.

Akclaim
www.turok.com



YOU DRIVE A TANK.
YOU DESTROY MAJOR CITIES.
YOU RESCUE BEAUTIFUL WOMEN.

WELCOME TO THE WORLD OF

BATTLETANX™

Destruct well-known cities including:
Chicago, New York, Las Vegas & San Francisco.



The ultimate in tank warfare. 17 levels, 12 enemy Tribes, Over 1,000 intense battles.



Up to 4 player action, with split and dual screen modes. Supports Double Pak™.

It's the year 2001. The world has endured a nuclear holocaust. 99% of Earth's females are dead. The surviving few have risen to the status of QueenLords, holy entities, and the only means to mankind's survival. BattleTanx™ thrusts you into the role of BattleLord, master of armored tank warfare. You ramble across post-apocalypse America, leveling cities and destroying roving gangs of desperate Tribesmen - all in an effort to save the QueenLords, and civilization itself.

- Awesome 3D action & spectacular weapon effects: guided missiles, lasers, warmer missiles, nuclear weapons & more.
- 4 types of furious 3D gameplay - BattleLord, Death Match, Annihilation & Campaign.
- 3 camera views - First person, third person and the fortress ranger.



3DO™
www.3do.com



Rush 2 Extreme Racing USA
(By Midway Home Entertainment)

By Dan Elektra



Price not
available
18 rating
Racing

Available
November
Racing
2 players

It's time to feel the Rush again! For Rush 2, Midway has hot-rodded almost every aspect of last year's model for a second lap of arcade racing thrills.

Info Overdrive

With sequels, the rule is simple: More is more. Rush 2 is no exception, packing 16 cars (plus a few secret rides), 10 tracks (and hidden courses), and more sneaky hidden icons to discover. This time, players can scream around Las Vegas, Hawaii, New York, Seattle, Los Angeles, and Alcatraz—or try their luck on three fantasy stunt courses, including a wicked half-pipe.



PROTIP: If you bear left at the university after the first checkpoint in Los Angeles, you'll find a dirt path shortcut that skips the freeway entrance.

touches include colored lighting and improved reflection textures (lights, clouds, etc.). In short, this game is pretty.

One Good Turn...

The tracks, littered with shortcuts and alternate paths, offer plenty of challenging hills, jumps, ramps, and tight turns. It's easy to spend hours goofing around on the psychedelic stunt track alone. An improved physics model enables cars to pop up on two wheels and roll realistically, while

RUSH 2

Extreme Racing USA



PROTIP: Collecting six keys on one track will give you access to the hotrod.



PROTIP: To collect a key, you must touch the key itself, not just the sphere surrounding it.



PROTIP: For a high-flying shortcut in downtown New York, look for this parking garage to the left shortly after passing the first checkpoint.



You can create some devastatingly ugly paint jobs in Rush 2!



Fun Factor

4.5 Better graphics and tracks, more secrets... Rush 2 is exactly what fans of the original had hoped for. It's time arcade racing games should be done.



Control

4.5 The sluggish steering problems from the original version have been fixed—the wheel's a lot more responsive now and the controls are once again fully customizable.



Sound

4.0 User-selected engine sounds and car horns join the standard explosions and tire squeals. The tunes are a bit fiskier and more percussive, and, for better or for worse, the wacky high-score music returns.



Graphics

4.5 Rush 2 Extreme Racing USA looks gorgeous, sporting detailed textures, colored lighting, animated reflections, and a wide color palette. A fast frame rate and numerous pop-up make it ever sweeter.

the steering problems of the first game have been corrected. At last, you can turn the car just with the analog joystick; slamming the car into reverse is only necessary when taking tight turns. While the engine and squealing-tire sound effects aren't revolutionary, they are satisfying. One cool addition: The crowd now "oohs" and "aahs" when you pull off a stunt or recover from a tricky flip.

Tweaking Your Torque

Drivers will be happy to hear that car set-ups can now be customized before each race. Whether you want to boost your acceleration at the expense of your car's durability, select specific tires for better traction, choose the kind of noise your horn makes, or just decide which color and style of stripe streaks down your car's paint job, you'll find ample tinkering possibilities here for every kind of gamer. The new options offer flexibility without ruining the arcade-style floor-it-and-go appeal of Rush racing.

All This and Rush 2?

Rush 2 packs in enough quality racing to satisfy even the most jaded gamer. All the changes and updates seem minor when taken individually, but they add up to a satisfying new whole.

Rush 2 is well worth its price. ■



PROTIP: Grab three keys on any one track to unlock the taxi.



PROTIP: When hunting for keys in Practice mode, choose a fast car (like the Exotic or Concept) to facilitate those inevitable gl-and loops.



PROTIP: In Los Angeles, watch for this car dealership after Checkpoint 3. It hides a key—and a preview of the secret car you'll drive when you collect all 12 keys.



PROTIP: Drive the formula car by snagging 12 keys on any one course.



VIVA LAS VEGAS

Unlock the secret cars on the Las Vegas track with this guide to the 12 hidden keys and 4 soda cans!

- After the starting line, bear right and enter the tunnel with two trees blocking its entrance to find your first key.
- When you see the black-and-white spotted building, look for a Rush logo to your left. There's a key behind it and a Dew can above it (which you'll get later).
- After the second checkpoint? Stratosphere (the big yellow tower), hang a left into the parking lot. Look for the key behind the building to your left.
- At the large Dangler sign before the third checkpoint, turn left and drive down the gloomy gallery. At the end of the strip, you'll find a key behind the plate glass windows to your left.
- As you pass through Checkpoint 4 (at the green fence), make a quick left. Drive down the narrow passage to your left where the road ends until you reach a small lake and a park. The lake has a key in it.
- There's also a Mountain Dew can on the right shore of the lake.
- You'll see another Mountain Dew can suspended in midair at the far wall. Gain enough speed (over 130 mph) and you can jump the lake and grab it.
- If you make the jump, you'll land on a rooftop that hides another key.
- Now head to your left and drive off the roof, and you'll drop onto another indoor Dew can near the Rush logo.
- After the Hard Rock Cafe-style building (with the bongo), you'll see UNLV's pink-trimmed stadium ahead. Turn around at the stadium to find a ramp leading to the roof. Drive up the ramp and jump to the ledge to your left. If you stop and turn around, you'll find a key at the back of the ledge area.
- Zoom up the ramp again, and when you hit about 90 mph, take off. Aim for the right rooftop to snap another key.
- There's another key on the roof to your left. Jump onto this roof, aiming toward its far side.
- Once you've made the jump, turn your car around to find another key on the roof of the building below you.
- There's a key hovering above the racetrack in the distance. Take that ramp as fast as you can in either the Exotic or the Concept vehicle...and pray!
- Another Dew can is on the ramp rooftop. Drive up the ramp slowly and turn around to spot it.
- After you reach Checkpoint 5 and the yellow-tinted tunnel, take the path to the right to locate the final key.





Wipeout 64

(By Midway Home Entertainment)

By The Rookie

PRO
REVIEW

Price not available
120 mps
Avaliable November

4 players
Tutorial
Racing
Multiple views



Wipeout 64's high-speed racing is excellently complemented by its outrageously designed tracks.

Graphics

Wipeout 64 sports sleek

4.5 ships and the highly detailed tracks include extras like moving cranes, jet streams and revolving tubes. Furthermore, the frame rate rocks! The only drawback (and it's very minor) is that some of the tracks include noticeable draw-ins.



PROTIP: Avoid this S-curve on the Sokawa track by holding down on the analog stick when your craft shoots off the jump.

out experience, the developers also made sure the excellent futuristic grooves, sound effects, and in-game race announcer all made successful transitions to the N64.

While Extreme-C 2 may match Wipeout in game-play variety, it simply can't compete when trying to match W64's sense of speed—and F-Zero X isn't even in the same league. If you want topnotch futuristic racing, Wipeout 64 is your game.



PROTIP: The Weapons Challenge is all about destroying as many of your opponents as possible and hitting the check-points, so don't worry about what place you come in.

Sound

The rockin' techno

5.0 grooves simply rock, while the explosions and in-game weapon effects keep you bloodthirsty for more destruction. The soundtrack still retains the same cold, amorphous voice as he warns you of incoming attacks.



PROTIP: To avoid hitting an opponent in front of you, hit up the nose of your hovercraft and skim over them.



PROTIP: When competing in the Time Trial event in Challenge mode, save your speed burst for the final stretch.



PROTIP: Practice on the tracks before heading into competition. The better you know the course, the higher you'll finish.

Control

Wipeout's control is

8.0 tight and extremely responsive. Plus, the analog stick makes it easier to navigate your hovercraft through the tight-winding curves.

Fun Factor

Wipeout 64 has every

9.0 thing a futuristic racer needs: a healthy variety of tracks, slickly designed craft, weapons, numerous game modes, hidden goodies, and speed, speed, SPEED! This is a must-have for every N64 owner's library!



blam!

TAK2
TAK2
INTERACTIVE ENTERTAINMENT



www.tak2.com.br www.blam.com.br

N

Intendo 64



Extreme-G 2
(By Asavine)
By Dr. Zombie

PROBEVIEW

Price est.
available
99 mega
Futuristic
racing
4 players
12 tracks
10 bikes



Extreme-G 2's graphics and animation have been completely revamped since the original's, delivering high-octane fun.



PROTIP: Stay behind the pack and let them battle it out. Turbo past the aftermath.



Graphics

4.5 Extreme-G 2's avansions 3D environments with their finely rendered details create a believable sense of mass, depth, and speed. Ambient chrome-quality lighting and brilliant explosions fill the screen beautifully.



PROTIP: A judicious use of the gas is more effective than slamming on the brakes.



PROTIP: Trade your bikes for super-tanks in Battle Arena mode.



PROTIP: Don't waste time randomly firing your canon; keep it fully charged when the track is clear.



PROTIP: For maximum acceleration, don't lift off until you reach the very end of a ramp.



master your ride, but the controls are intuitive and easy to adjust. EG2's challenge is intense but not overpowering, and the multiplayer mode is especially enjoyable.

Although it faces stiff competition from Wipeout 64, Extreme-G 2 should stand firmly on its own. **G**



Sound

4.5 Extreme-G 2's soundtrack complements the action, enhancing the sense of speed. Individual effects for each bike and other cool sounds complete this solid audio package.



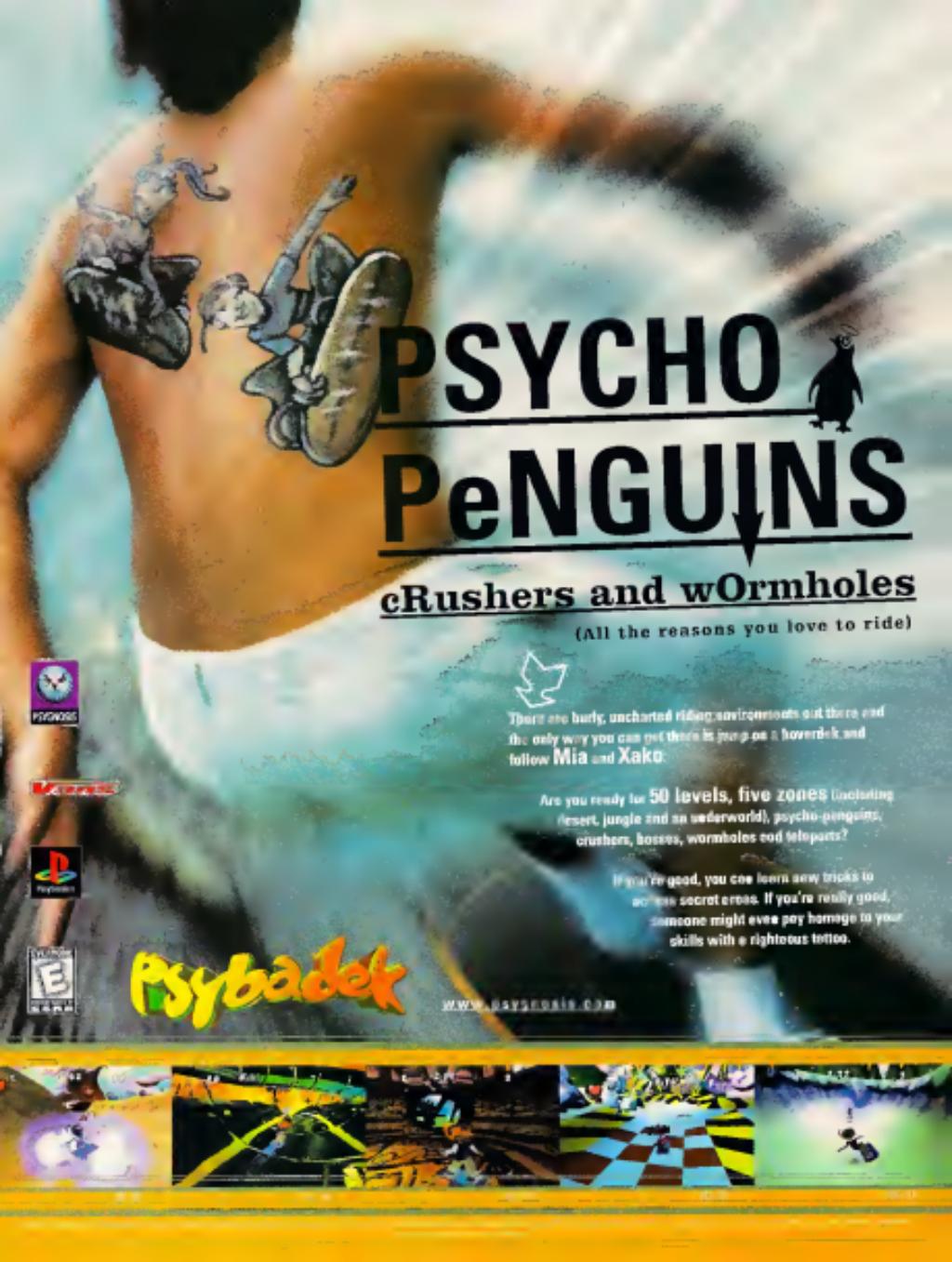
Control

4.5 The gameplay is silky smooth and responsive to the accelerated action. These bikes have lots of options, but the controls are easy to learn and customizable.



Fun Factor

4.5 A completely different game from the original with tons of options, levels, and features, Extreme-G 2 is an impressive sequel that'll assure long-term excitement for racing fans of all calibers.



PSYCHO PeNGUINS

cRushers and wOrmholes

(All the reasons you love to ride)



There are bury, uncharted riding environments out there and the only way you can get there is jump on a hoverdeck and follow Mia and Xako.

Are you ready for 50 levels, five zones (including desert, jungle and an underworld), psycho-penguins, crushers, bosses, wormholes and teleport?

If you're good, you can learn new tricks to access secret areas. If you're really good, someone might even pay homage to your skills with a righteous tattoo.



Psyboard

www.psycrash.com



"IT'S ALL IN THE WRIST."

[OR IN THE JUGULAR IF IT'S A
QUICK DEATH YOU'RE GOING FOR.]

— Mace Danleis



NINTENDO⁶⁴


BUT WHY NOT MAKE THEM SUFFER FIRST?
TRY A STEEL GIRDER TO THE RIBS.



ON HOW ABOUT A FIRE EXTINGUISHER TO THE KIDNEYS?
OF COURSE, THERE'S ALWAYS THE GOOD 'OL' BULLET
TO THE KNEECAPS."



IN FACT, ON THESE INNER-CITY STREETS ALMOST ANYTHING
CAN BECOME A TORTIOUS CAN OF WHOOP-ASS. AND ONCE
YOU OPEN IT, THERE'S NO STOPPING THE KILLER 3-D ACTION
OR BONE-CRUSHING MOVES.



FIGHTING FORCE 64

EIDOS
INTERACTIVE
www.fightingforce.com

GORE

LET THEM EAT



20 ways to Annihilate alien trash...
A merciless Motherload of all-new Weapons!



Blast the past in the Wild West
The Dark Ages, and Imperial Russia!



It's Sudden Death on all sides in 30
single-player and two-player massive invasion!



Travel through time in an all-new Nukem frag-fest exclusively for the PlayStation® game console.

In this revolutionary third-person shooter Duke annihilates ancient Rome, conquers the Dark Ages, tames the Wild West and lights up L.A., proving once more that the only good alien is a dead one! With a colossal arsenal of high-tech, all-new weapons and more Nukem attitude and humor than ever before, TIME TO KILL gives you more of what you crave. More hard-core action! More exploration! More shooter mayhem! More of the King of Carnage!



LEAD!



Intense Hard-Core action,
shooting, and exploration!

Play Duke in full-on third person
story for the first time ever!

Make 'em History! in 2-player mode!

DUKE NUKEM: TIME TO KILL

Make 'em History!

Available in September at your local retailer.
Order direct at store.gtiinteractive.com or call 1-800-510-GTIS



GT Interactive
Software
www.gtiinteractive.com

© 1997, 1998 GT Interactive. All rights reserved. Developed by GT Interactive Software Corp. under license from 3D Realms, Inc. Published and marketed by GT Interactive Software Corp. All rights reserved. Duke Nukem and the Duke Nukem logo are registered trademarks of 3D Realms, Inc. Duke Nukem, Duke, and the Duke logo are trademarks of 3D Realms, Inc. All other trademarks are the property of their respective companies.



S.C.A.R.S.

(By Bill Setz)

By Dr. Zombie

656.95
128 megs
Available November
4 players

Arcade racing
Multiple tracks
6 tracks



SCARS

Fast-action racing slams onto the N64 with S.C.A.R.S., an entertaining multiplayer vehicle combat game for players of all ages.

Set in the 31st century when computers rule the world, you race one of nine armored vehicles designed to resemble Earth animals in high-speed contests for supremacy. Each vehicle's specific attributes affect not only performance, but also access to weapons and powers-ups like turbos, magnets,



Unique landscapes match the distinctive rides.



PROTIP: Tap the gas to slow down. Brake only as a last resort.

seeker missiles, time bombs, and shields. You can play solo or indulge in up to four-person multiplayer action.

Mario Kart fans will find S.C.A.R.S. similar but with a much harder edge. The game's action is fast and furious with enough variety in its tracks and weapons to warrant replay. As with many racing combat titles, the multiplayer duels provide the most fun. If you've run down Mario Kart and are itching for more button-crunching action, S.C.A.R.S. scores. □



PROTIP: For maximum impact, withhold your boomerang attacks until you're closed in on your opponent.



PROTIP: Jump directly over stoppers or blind them from a safe distance.



PROTIP: Jump and hold in midair for tight curves.



PROTIP: If you fall way behind, charge up seekers to take out the lead car.



Control

4.0

Stik, responsive controls with a manageable load of options make it easy for you to maneuver your vehicle and launch weapons on the fly.



Graphics

4.0

Imaginative, well-rendered landscapes and distinctive vehicle designs deliver pleasing eye candy. Some slowdown and pop-up, however, prevented an even higher rating.



Sound

3.5

A pumping house-music soundtrack enhances the speed and action. Engine noise does become monotonous, but it can be turned down.



Fun Factor

4.0

Pulling off a quality Mario Kart clone is a daunting task, but S.C.A.R.S. delivers enough variety in the tracks and weapons to make this racer speed to the front of the pack. Its multiplayer abilities provide the most fun.

Blow those alien creeps a new PIEHOLE

ASSAULT:
RETRIBUTION



JOIN THE ARCADIAN MARINES TODAY!



"This awesome exploring shooter's
game has everyone talking."

— Chip R. Jonathan Carter,
Kotaku Chronicle



Greetings, soldier boy, and welcome to your messiest assignment yet. Your job: To mow a path through an unending stream of critters. So grab your upgradable pulse rifle and gun them all to bugs hell, mister. 'Cause it's time to kill them and take names.

www.midway.com

 MIDWAY 

Top Gear Overdrive

(By Letter)

By Wickson Sibley



Racing
4 players
5 tracks
10 cars

PROTIP: Turn off the Brightness mode. It's visually hideous and its washed-out colors blend together, making it difficult to recognize obstacles ahead.



13



84

PROTIP: Keep a watchful eye on your speedometer when climbing steep hills, or you'll soar like an eagle...and land like a 1000-pound ton car.



PRO TIP: Ease off the gas around corners to avoid plowing through time-consuming off-road terrain.



1

PRO TIP: Nudge your opponents into ice-cicles, road signs, or anything else that's handy. With any luck, they'll crash and burn, giving you an excellent opportunity to build a healthy lead.

Graphics

With its well-designed cars and varied tracks, Top Gear Overdrive serves up a respectable visual spectacle on the N64. Only its rampant anti-climactic and occasional lag in frame rate tarnish the game's graphical luster.



Sound

3-D If generic grunge-metal threshing is your cup of tea, you'll love TSO's scratchy background tones. A handful of decent solos liven up things, but this is one game to save most of its authentic aggression.



Control

Although initially daunting, Top Gear's sensitive controls can be mastered with time and a little patience. After a few hours of practice, you'll be tearing through jetison targets like a pro.



Fur Factor

**Wing, or Tap Your
4-6 Drive's clearly not a
Bush 2-killer. But with its simple,
addictive gameplay and intriguing
level design, this game delivers
a healthy dose of NRA spreadsheet fun.**

THE 5 STAGES OF MR. DOMINO ADDICTION

As reported by OFFICIAL PLAYSTATION MAGAZINE



1. CONFUSION

("What the hell is that...?")

2. CONDESCENSION

("heh heh. What a silly little game...")

3. DENIAL

("I'm only playing until the next level.")

4. ADDICTION

("I'm only playing until I get to the next level
—and this time I mean it. DO YOU HEAR
ME MR. DOMINO?!? ONLY ONE MORE!!!!")

5. ACCEPTANCE

("I love you Mr. Domino.")



ARTDINK

© 2001 ARTDINK/PS. All Rights Reserved. © 2001 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment America Inc. Acclaim is a service mark registered trademark of Acclaim Entertainment Inc. © 2001 Acclaim Entertainment Inc. All rights reserved.



Acclaim
www.acclaim.net

Cruis'n WORLD



By Boba Fatt

The original Cruis'n USA was a great-looking, crisp-sounding, tight-controlling machine of mediocrity, happily treading where many racers had gone before. Falling somewhere between all-out arcade blast and semi-sim, Cruis'n World offers rope-a-dope smashups and high-jumping ramps that defy the laws of physics—but it never comes close to the catapulting, careening adrenaline slam of Rush 2.

Highlighting Cruis'n World are its 14 international tracks, each of which features the finest sites from its area. From Stonehenge to Brooklyn, this game is a grand world tour; but it plays with about as much excitement as your average tour guide. Despite a good amount of fade-in, the bright pastel visuals are eye-catching at every turn—but scenery alone has no replay value. The courses are hardly inventive; the cars don't vary all that much, and the adrenaline level is a virtual buzz.

With tight, responsive control, rockin' sound tracks, and energized sound effects, there's no faulting Cruis'n's technical value. The intuitive controls make the game very easy to pick up, and everything but the kitchen sink is adjustable (even the level of Rumble Pak feedback). Cruis'n is very playable, but only strays near excitement in the Head-to-Head mode, which enables up to four players to compete via split-screen.

The most useless element of any arcade-style racer is restraint, and Cruis'n offers nothing but. If you wanna see the world, buy a book. If you wanna race hard, check out Rush 2. As for Cruis'n World, it got leaped last year. □



PROTIP: When there's a jump ahead, keep moving and avoid the inevitable collisions by threading the needle.

PROTIP: Avoid contact with cars in front of you—you'll bump backward or lose control.



PROTIP: Stay behind the cars you're following—wind shear will allow you to gain ground.



PROTIP: Take wide turns as subtly as possible. Turning too hard results in skidding that will slow you down.

Cruis'n World by Midway

Graphics Sound Control Fun Factor

4.5 4.5 4.5 2.5

30s.00 30 maps Available now Amaze rating

3.5 3.5 3.5 2.5
Challenge: Adjustable Replay value: Medium Rating: Everyone

Nintendo 64



By Dr. Zombie

Trigger jockeys will enjoy the nonstop shooter action of Knife Edge...but not for long. Conquer the game once, and there's no need to go back.

As the gunner on a spaceship, you must shoot down alien spacecraft, whether you're flying solo or with four players via split-screen.

KE's decent controls (the ship flies itself, but you control the targeting cursor) and well-rendered environments are held back by its flat-looking bogies, and both the music and the sound effects are repetitive. There are a multitude of sub-paths within each stage, which adds variety to the gameplay, but full 3D mobility would've been better. KE makes a fine rental if you're looking for a trigger-happy release. □

KNIFE EDGE NOSE GUNNER



PROTIP: Flying bogies home in on you, so keep your target lock center for maximum impact.



PROTIP: The bosses are huge, but their sweet spots are tiny. Don't waste ammo on anything else.

Knife Edge: Nose Gunner by Midway

Graphics Sound Control Fun Factor

3.5 3.5 3.5 3.5

Price not available 14 maps Available now 4 players

Challenge: Adjustable Replay value: Low Rating: Everyone

15M+ rating: Everyone



VIRTUAL POOL

By Boba Fatt

If playing real pool just isn't enough for you, Crave is bringing Virtual Pool to the N64.

VP64's realistic graphics convey pool in all its visual glory, and the game's catchy music and realistic sound effects combine for a decent audio rack. With a plethora of options and games, as well as support for up to four players, VP64 manages to eke out some replayability from what is otherwise a very static, banal video game.

Unfortunately, a basic understanding of geometry is all that's needed here, whereas other billiard-top games actually have a learning curve and depth of challenge. If your blood pressure is dangerously high or virtual checkers gives you a buzz, consider Virtual Pool 64 a perfect relaxant. □

Virtual Pool 64 by Crave

Graphics Sound Graphics Fun Factor

4.5 4.5 3.5 2.5

25s.50 32 maps Available now Pool

4 players Challenge: Adjustable Replay value: Medium Rating: Everyone



PROTIP: Nine Ball is a whole different game with the training mode on. Line up the one ball with the nine ball for a ricochet shot and a quick win.



PROTIP: Use the indicators to study the intricacies of the break; you might improve both your virtual and real-life games.

Respected coach and video gameologist Tom "The Thump" Blake says that it's all fun and games until someone beats you so badly that years of intensive counseling, continuous observation and experimental aromatherapy can't cure you. That's why he recommends reading up on these



VIDEO GAME OPPONENTS TO AVOID

THE KREMPA TWINS

These two take delight in destroying the confidence and careers of up-and-coming players. Their M.O. (method of operation) is quite simple: Larry challenges unsuspecting players, but before the match begins and unbeknownst to the victims, he switches places with his twin Shari, who is the best video game player north of the Rio Grande, west of the Mississippi, south of the Muskrat and east of Eden.



Don't be fooled by appearances. CLARK WOLDURM is actually 17! Using cellophane tape and beeswax to create this clever disguise, this cagey veteran has destroyed the self-esteem and ruined the careers of many a player who believed they had just been soundly beaten by an old man.



Freddie Vanderkallen of Wyoming was reduced to a pile of petroleum-jelly-like goo after playing for 14 straight hours against Video Game Grand Master WILLIAM GREENBAUMENHAMMERSCHUSTER, aka "The Greenbaumenhammerschuster."



Coach Blake says that great players also know which stores to avoid when buying video games. Every store, except Target. They have all the best games at great prices. Like Superman for just

Actual availability dates may vary

\$39.99
PlayStation
\$59.99
Nintendo 64
\$27.99
Game Boy

Get into the game.

TARGET
EXPECT MORE PAY LESS



PlayStationTM

TEKKENTM TAG TOURNAMENTTM TAKEDO BLADETM 2

SQUARE ENIX

The sequel to the revolutionary fighting game, now improved with realistic new characters, moves, stances, weapons and subweapons.

Experience 12 new warriors, two-handed fighting and more, but remember that a single blow can be the difference between life and death.



prepared



Includes Collector's CD
with a playable demo of
FINAL FANTASY VIII



Musashi, the humorous half-pint here, runs, jumps, fights, and solves puzzles throughout his vast, colorful, fully 3-D world.

Challenge ferocious monsters, or use the game's unique learning system to master enemies' techniques and cut them down to size.



Only on PlayStation® - Only from
SQUARESOFT™

www.squaresoft.com

Published by Square Christmas Arts U.S.A.



© 1999 Square Co., Ltd. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment America, Inc. and their various sub-lisencees. ©Square Co., Ltd. 1998. © 1999 Square Co., Ltd. All rights reserved. Final Fantasy VIII is a trademark of Square Co., Ltd. The Wing logo is a trademark of the International Softs & Associates.



EXTREME

An extreme racing experience that takes you into the future
of speed, and leaves all other racing games behind.

Jeff Gordon XS Racing Arrives March 1999



Windows® 95
PC CD-ROM



Developed by



JG® Design™ is a trademark of American Electronics Corporation. © 1998 American Electronics Corporation. Jeff Gordon XS Racing is a trademark of American Electronics Corporation. © 1998 JGS MotorSports Inc. Developed by Real Sports. © Peppercorn, Inc. 1998 JGS Limited Partnership and PEG ST Limited Partnership. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft® is a registered trademark of Microsoft Corp. "The Ratings Icon" is a trademark of the Interactive Digital Software Association. All rights reserved.



Jeff Gordon

Two-Time Winston Cup Champion

39 NASCAR Victories (and counting)

Future Legend of NASCAR

Hardcore Racer

Hardcore Gamer

JEFF GORDON X RACING

JEFF GORDON



www.jeffgordonxracing.com



Metal Gear Solid
(By Kevan)
By Major Mike



MATURE
AGES 18+
RATED MED

\$49.95
Available now

Action/adventure
1 player
2 CDs



Well-scripted cinematics provide a cool break in the action and keep the story moving.



PROTIP: If the guards spot you, don't crawl under any objects or into an air shaft. If you do, they'll use grenades, and you'll be one dead Snake.



Graphics

4.5
Metal Gear Solid's visuals are stunning and detailed. The only flaws are some bulky polygons, a bit of breakup, and an inconsistent frame rate.



Sound

8.0
Truly state-of-the-art, the music and sound effects rank among the best heard on the PlayStation. The energetic voices are well cast and make every word of the excellently scripted dialogue count.



Control

4.5
The game's multiple menus are simple to access and even simpler to use. The only thing that keeps the controls from getting a perfect score is the task of a custom controller configuration.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

For more tips on Metal Gear Solid, check out our ProStrategy Guide in this issue.

Very few games that spend a long time in development live up to the hype heaped upon them. After three years in the making and several promising previews, Metal Gear Solid had a lot of expectations to fulfill, especially considering it's a sequel to one of the most beloved video games ever released—Metal Gear for the NES.

Metal Gear Solid handily meets those expectations and, in most cases, even surpasses them. MGS joins the PlayStation elite, easily ranking as one of the best titles currently on the market. Not convinced? Then compare Metal Gear Solid to the top PlayStation action titles; the competition just winks. What we have here is a masterpiece. Nothing else even comes close.

Solid Script and Story Line

Metal Gear Solid is an innovative combination of cinematic direction, action, and strategy. With an engrossing story line and one of the best uses of the Dual Shock controller to date, Solid completely envelops you in its suspenseful grip.

MGS continues the story of special forces' member, Solid Snake, who gets dragged out of retirement for one last mission: Stop a group of terrorists from launching a nuclear missile from their Alaskan-island stronghold. Even unarmed, Snake is deadly: He can beat down guards, snap necks with his bare hands, and crawl inside small spaces like air ducts. Snake begins the mission equipped only with a pair of binoculars and a pack of cigarettes, but can collect weapons and other items, including scopes, explosives, and even cardboard boxes.

Cardboard boxes? That's right. Unlike most action games, Metal Gear Solid encourages stealth-n-sneak over run-n-gun. It's to your advantage to avoid fights by creeping past, or even hiding from, enemies. Emphasizing this "stealth is best" philosophy is an incredible enemy AI. Your adversaries are smart: They defend



PROTIP: Claymore mines are effective weapons against patrolling guards. However, remember where you plant them, because you can easily step on one and take damage.



PROTIP: For best results with the sniper rifle, take some Disepam to steady your aim.

Views to a Hill

Overhead View



The default view.

First-Person View



To look around in this view, press and hold the Look button while pressing on the directional pad.

Around the Corner



Press against a wall near the corner, and the camera will look around it.

themselves, investigate strange noises, follow your footsteps in the snow, and, once alerted to your presence, hunt you down until you elude or kill them. Fortunately, multiple camera views help keep you one step ahead of the action. You can always see your enemies—either from the game's default overhead view, first-person perspective, or even from around a corner while pressing against an adjacent wall. Picture a combination of *Tenchu*, *GoldenEye 007*, and *Resident Evil*, with the intensity of the movie *Die Hard*, and you'll get an idea of how *Metal Gear Solid* plays.

Snake Eyes

Integrated into MGS's play engine is a fascinating and well-crafted scenario where you interact with several characters—friends and foes alike. The dialogue and voices in these sequences are high points, the script is sharp and witty, and the complex plot remains exciting every step of the way (plus, characters don't convulse spasmodically when they talk, as in other games). Stylish direction punctuates the dialogue in the cut scenes, underlining the words with dramatic framing, montage, and other striking cinematic techniques.



PROTIP: As you descend in the cargo elevator before your showdown with Vulcan Raven, shoot some of the ravens flying overhead so that when you meet Raven...



...he'll be really steamed!



PROTIP: Don't use firearms against the Cyborg Ninja; if you do, he'll sweat away your bullets and retaliate with a nasty slash.



PROTIP: To escape from prison, wait until the guard gets sick and runs to the bathroom. While he's gone, crawl and use the catsup. The guard will think you're injured and enter the cell. When he gets close, grab him and snap his neck.



After a 10-year hiatus, Solid Snake returns in *Metal Gear Solid*, Konami's PlayStation masterpiece.

Besides its rock-solid regular game, MGS has several excellent options and extras, the best of which is the VR Trainer. Here, you can practice your skills and even unlock secret training modes. Another cool option is the Briefing mode, which covers every aspect of the mission in great detail.

Metal Masterpiece

MGS's solid works do get slowed by a few wrinkles. An inconsistent frame rate occasionally stalls the eye-catching graphics, which also have a tendency of slowing to a crawl when you pan or zoom in with the binoculars or the rifle scope. Equally annoying are the constant interruptions you suffer through in the early part of the game when your team chimes in with obvious advice that's already listed in the instruction manual.

Yet, even with its minor faults, *Metal Gear Solid* is this season's top offering that no self-respecting gamer should be without. Forget the fast-food action titles with rehashed formulas that never worked—*Metal Gear Solid* elevates video gaming to high entertainment. ■



PROTIP: You can destroy surveillance cameras and sentry cannons with Stinger missiles.

Additional Options

VR Trainer



Practice your sneaking and shooting skills.

Briefing Mode



Get complete info on your upcoming mission. Closely examine each file to reveal hidden sub-menus.

Special Mode



This menu features the story lines from previous Metal Gear games and also unlocks a secret cinema viewer.



Oddworld: Abe's Exoddus
(By GT Interactive)

By Al Hendrix



Price not
available
now

Action/
adventure
2 players
(interacting)
2 CDs

After making a big splash with *Oddworld: Abe's Oddysee* last year, GT Interactive's sending Abe out to save the day once again in the awesome sequel, *Oddworld: Abe's Exoddus*. Rejuvenated with tons of slick refinements, cool new levels, and, most importantly, a clutch new save feature, *Exoddus* easily earns a place among the PlayStation's best this year.



PROTIP: Use the "All Ye" command (press and hold L2, tap △) to boss around groups of Mudokons without having to say "It" to each one individually. Also, make sure they have line-of-sight contact with you, or they won't listen.



PROTIP: Fleechies, the tongue-licking inchworms, are a royal pain in the ass. Keep running and jumping so they never have enough time to slurp you up.

HELLO!

Engaging characters and settings were a big part of *Oddysee's* allure, and *Exoddus* doesn't skimp there either. Set on a quirky little planet called Oddworld, this 2D side-view adventure picks up after Abe's just rescued his people, the Mudokons, from the Glukkons' meat-packing plant where they were the main ingredient. Now their ancestors' bones are being excavated to make the Glukkons' latest "treat," SoulStorm Brew, and Abe's the man for the job as he sneaks around enemies, solves brain-busting puzzles, and runs for his life. It's charming, it's hilariously funny, and it'll glue you to the screen.

But *Exoddus* delivers more than just new levels. The most welcome news for *Oddysee* pros is the new save, which lets you save to the memory card at any point in the game and return to exactly where you were.

Even better is the Quicksave feature, which lets you create your own check point. If you pause anytime and rapidly save to the PlayStation's RAM, whenever you die, you'll return to your last Quicksave point. This simple but ingenious addition eliminates the frustrating repetition that plagued *Oddysee*—once you solve even the smallest part of a puzzle, you just Quicksave and never have to do it again.

FOLLOW ME!

Exoddus jams in a ton of other cool new features, too. Abe's vocabulary has been smartly expanded, and it's much easier to command groups of Mudokons. He can also possess

many more types of enemies, turn invisible, smack those who need it, ride in mine cars, and even cut exploding fans.

This game's much bigger than before, offering tons more levels on two CDs. Cool new environments like the Slig barracks or Glukkon offices await Abe, all loaded with familiar enemies



PROTIP: Use possessed fans and possessed flying Sligs to send as far ahead as possible and clear out all the obstacles.



PROTIP: Sometimes the solution to a puzzle is to blow up the floating red orbs that prevent you from possessing. Exploding fans, grenades, or bomb-dropping flying Sligs can all handle the job for you.



PROTIP: While running (press and hold R1), drop into a roll by pressing and holding ×.

like Parasites and Scrabs, and devious new foes like Fleches and flying Sligs. Overall, Exodus has a much more balanced and fine-tuned feel—things just flow more smoothly and intuitively.

HERE BOY!

As far as gameplay goes, Exodus is definitely not for twitchy action gamers. Sure, there are plenty of pulse-pounding moments—and even some standard platform gaming challenges like jumping across voids—but Abe's always the weakling, and always must either flee or use his wits to win. It makes for thoughtful, cerebral puzzle-solving that's wholly addictive. It's not the kind of game you'll ever play again once you beat it, but plowing through to the end is an enjoyable challenge that will easily consume you.

On the control side, Abe's easy to guide and has plenty of fun moves, though mastering them takes a little practice. Unfortunately, as in Oddysee, lining up jumps is a fussy, vexing process that's just way harder than it should be. It's the game's only significant flaw.

PROTIP: When you possess Sligs in the background, you can use them to shoot Sligs or other annoyances in the foreground by pressing and holding ← while you shoot (tap ⓧ).

Git 'Em!

Visually, Exodus shows how awesome 2D can be. Spectacular backgrounds will capture your attention with their creative style and gorgeous color, while every one of the game's characters move with graceful realism. Killer cut scenes and seamless in-game transitions between levels imbue Exodus with an absorbing cinematic flair.

The sound's a huge success too, forming an integral part of the game's charm. The character voices and sound effects, such as Abe's crafty sneak or the Sligs' delighted cackle when they blast Abe to bits, will make you crack a grin.

ALL YA!

Exodus isn't for everyone, but if a fascinating puzzle-packed adventure appeals to you, this one will enthrall you for weeks. A must-buy title for adventure gamers, Exodus is worth every cent. ■



PROTIP: Possess Abe's exploding farts by chanting (press and hold L1 and L2). Steer them into enemies or obstacles and blow them up by chanting again.

GUIDING GENERAL DRIPK



After you possess General Dripk, walk over to the glassy green panel. When it says "Hey," say "Hey" back (press and hold L1, tap ⓧ). When it replies "What?," say "Do it!" (press and hold L1, tap ⓧ), and you'll be teleported out.



Yell "Help!" to call another Slig, then say "Hey!" and "C'mere!" to get him to approach. Say "Do it!" and the Slig will pull the lever, opening the door. Walk to the next lever on the left and repeat this sequence to open a trap door that'll drop you down one screen.



Jump over the mines and walk to the next glassy green panel. Repeat the same sequence of commands that you just used to unlock the door.



Approach the blue glassy panel, say "Hey!" and "Do it!," and one of the electrical gates blocking access into the HeCo Executive Offices and Soul-Storm Brewery will be unlocked.



Hold two screens to the left, down, down screens, and left again until you reach the next door.



Yell "Help!" (press and hold L2, tap ⓧ), and a Slig will drop down. Say



"Hey!" (press and hold L2, tap ⓧ), and a Slig will drop down. Say



Graphics

8.5 Abe's looking mighty fine again. Splendidly pre-rendered backgrounds overflow with lush colors and rich details, while Abe and the other characters glide across the screen with lifelike fluidity.



Sound

8.0 The awesome sounds are a huge part of what makes Exodus so captivating. Charmingly humorous voices, cartoon-style sound effects, and perfect mood music make for a stellar audio experience.



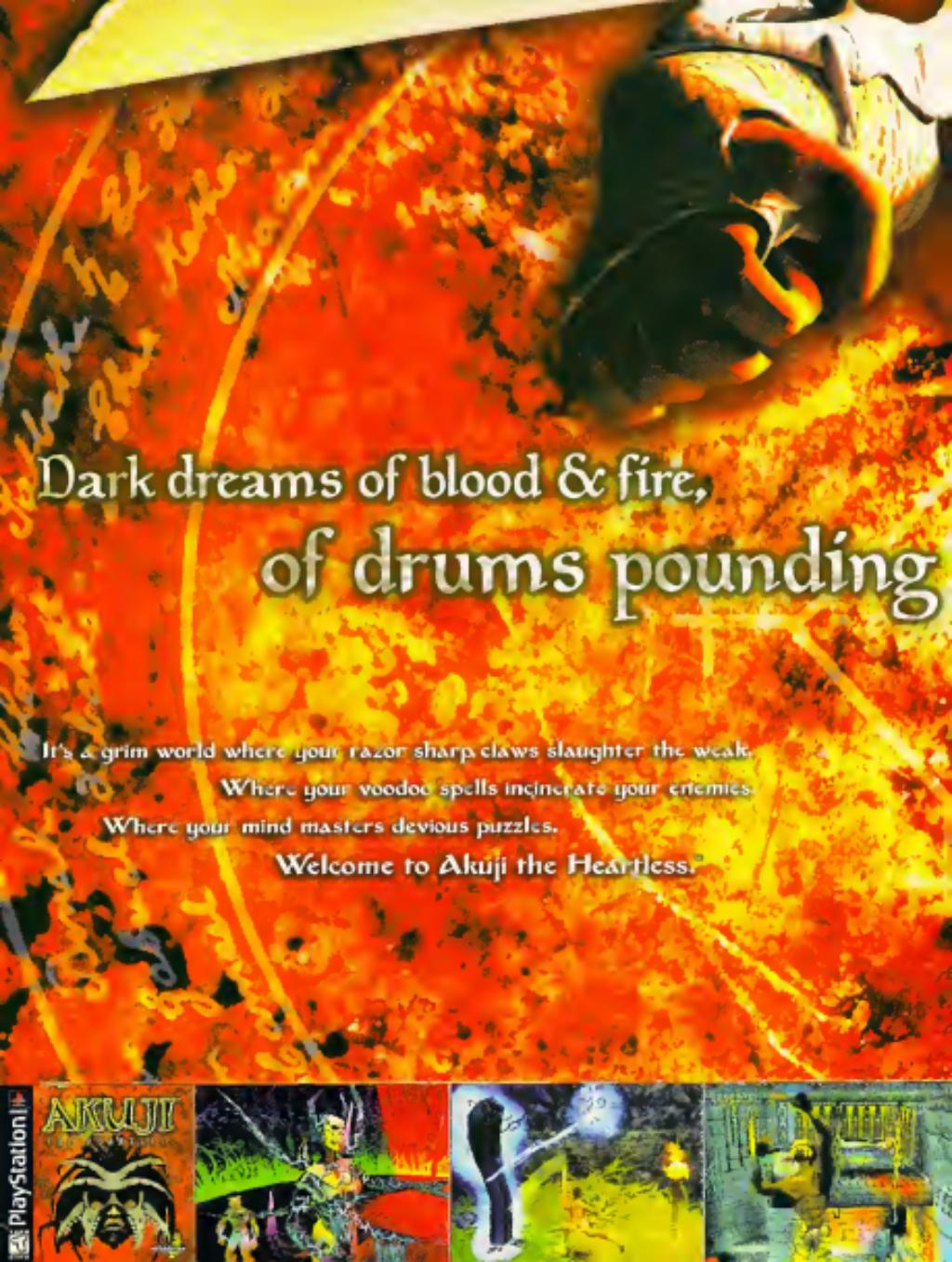
Control

4.5 As with any good game, Exodus is a hoot to play but takes time to master. Once you have, you can do so many cool, innovative things that it's a shame that something as simple as jumping is as unreliable and finicky.



Fun Factor

6.0 Exodus blows the doors off Abe's Oddysee with a vast new adventure for Abe that pokes in tons of sweet new touches and, best of all, an excellent save feature that completely eliminates Oddysee's frustrating repetition. This one's a masterpiece.



Dark dreams of blood & fire, of drums pounding

It's a grim world where your razor sharp claws slaughter the weak.

Where your voodoo spells incinerate your enemies.

Where your mind masters devious puzzles.

Welcome to Akuji the Heartless.TM





rhythm...

here lies the amber cinder of your voodoo.

AKUJII™

THE HEARTLESS



www.crystald.com

Call 1.800.771.3772
for Game Rating Information

NHL
NASCAR



All 27 NHL Teams and Over 600 Players
Featuring the expansion Nashville Predators™



Authentic Team Play Styles
Teams scouted by Stanley Cup MVP, Steve Yzerman



Advanced Coaching Strategies
Set style for physical play, power plays and penalty killing



Advanced Player Interface
Symbol-based passing and non-puck handler control



Total Team Management™
Create, Trade, Sign and Release Players



Get Ready for the 1998-99 Season
Updated team jerseys, rosters, arenas, schedules and divisions

NHL BREAKAWAY™ 99

sweat the details



©1998 ETRADITION as a trademark of the National Hockey League. The NHL, Shield and Stanley Cup® are official trademarks of the National Hockey League. All NHL logos and the stars and their flags and words "Hockey and Ice" are the property of the NHL and the respective teams and may not be reproduced in its entirety without permission of NHL Properties, L.P. or its members. All other registered and unregistered trademarks and service marks are the property of their respective owners. NHLPA is a registered trademark of the National Hockey League Properties, Inc. NHLPA is a registered trademark of the National Hockey League Properties, Inc. and the NHLPA logo is a trademark of Worldwide of America, Inc. © 1998 Worldwide of America, Inc. All other trademarks are the marks of their respective owners. Worldwide of America, Inc. All rights reserved.

Smith clears the puck

ACCLAIM[®]
SPORTS
www.acclainsports.com

Steve Yzerman
1998 Stanley Cup[®] MVP

**Duke Nukem: Time To Kill**

(By 3D Interactive)

By Al Mandrich



Level

Price not available
Available nowAction
2 players
Behind-the-Duke view

PROTIP: At the start of Level 2, head into the church and jump through the hole in the ceiling for some dynamite. Use the dynamite to blow a hole in the gallows and drop down to snag the Gatling gun.

One of PC gaming's superstars marches onto the PlayStation with the same brash attitude and gore-laden mayhem that earned him his fame. While Duke Nukem: Time To Kill could've delivered better graphics and controls, it's all about action, baby, and Duke won't let you down.

After suffering various defeats in the PC games, the aliens want Duke eliminated for good, so they're traveling through time to the Old West, medieval Europe, and ancient Rome to take out his ancestors and prevent Duke's birth. Naturally, it's just another day at the office for Duke, who deals out lead from a third-person perspective through 12 long levels. Tons of bad-ass weapons and secrets, solid puzzle-solving adventure elements, and two-player split-screen deathmatches keep you deep in the game.

If only the graphics were a little more clean and the controls a little more crisp, Duke might've stood alongside Lara. Still, those flaws shouldn't stop you from checking out Time to Kill—Duke's brand of exploration is gripping enough to show you a wild time. ■

**Graphics**

3.5 Duke's travels through time are depicted well with scenic levels, smooth camera work, and one sharp-looking Duke. But his animations are a little stiff, and the enemies look pretty blocky, and, up close, the scenery pixelates too much.

**Fun Factor**

4.0 In its second PlayStation outing, Duke Nukem comes out with guns blazing in an engrossing action game. While it's far from perfect, nothing's so terribly wrong that you won't have a great time—especially if you're looking for a Total Annihilation-esque experience with a little more firepower.



PROTIP: Blast enemies and dodge their incoming fire by using L2 or R2 to strafe in a circular pattern around them.



PROTIP: To obtain the Game-thrower in Level 2, go to the back of the stables and pull the switch. Shoot the hanging alien at the end of the corridor and climb up the shaft.

DUKE NUKEM TIME TO KILL



PROTIP: For the last piece of the sole combination in Level 2, dynamite the barrels in front of the garrison to open a door that appears to lead to an empty room. Push on the bookcase to reveal a secret door leading to the last part.



PROTIP: To score some pipe bombs in Level 1, climb up the ladder in the alley, talk to the dominatrix, and turn the light switch off and on.



PROTIP: Scout new areas before you enter by holding R1 to go into sniper mode, then R2 or L2 to lean to the side.

**Sound**

5.0 The sound kicks ass—so much ass as Duke himself, with scorching weapon effects and atmospheric tones. The hilarious Duke-tunes are laying on the coke, as he comments on everything from local habes to South Park's Mr. Hankey.

**Control**

4.0 Duke can bust off a ton of cool moves, so the control takes a little getting used to. Once mastered, you'll have comfortable control of everything. The auto-targeting, however, is often too inaccurate to rely on.

RACE PRO

INTRODUCING THE ONLY VIDEO GAME RACING WHEEL
OFFICIALLY SANCTIONED BY NASCAR



AND WE'RE BRINGING OUR EXPERTISE TO THE
PLAYSTATION™ AND NINTENDO 64.

ONLY THE NASCAR® RACEPRO™ DELIVERS A PADDED WHEEL,
DUAL SYSTEM COMPATIBILITY, AND THE FREEDOM TO RACE YOUR WAY—
BECAUSE YOU HAVE THE RIGHT TO HIGH-PERFORMANCE AND
CONTROL WITHOUT COMPROMISE.



OFFICIALLY LICENSED BY NASCAR®
OFFICIALLY SANCTIONED BY NASCAR

- OFFICIALLY LICENSED BY NASCAR®
- BI-SYSTEM PLAYSTATION™ AND NINTENDO 64™
- PADDED WHEEL
- DESIGNED FOR THE WAY YOU RACE
- READY TO USE—JUST PLUG AND PLAY

THRUSTMASTER®
MOTORSPORTS

Control Without Compromise • www.thrustmaster.com

Available at these
and other fine stores

TOYS R US

BEST BUY

NASCAR
RACEPRO

ThrustMaster® and RacePro™ are registered trademarks of ThrustMaster, Inc. NASCAR® is a registered trademark of the National Association of Stock Car Auto Racing. PlayStation™ is a trademark of Sony Computer Entertainment, Inc. Nintendo 64 is a trademark of Nintendo of America, Inc.



Test Drive 5

(By Acclaim)

By Al Hendrix

Gamer
adj.
level\$49.95 2 players
Available now
Rating

Test Drive 5 screeches into third place for a fine podium finish behind Gran Turismo and Need for Speed III. If you've mastered the two PlayStation leaders, TDS's intense, exciting racing is well worth the price of admission.

Like Not for Speed II, TDS delivers a cool selection of glamorous cars ranging from the '98 Viper to the '69 Corvette. And, as in SF Rush, the raucous action is jammed with outrageous wrecks, insane jumps, and nerve-rattling sprints to the finish. The 17 courses provide plenty of challenge, ranging from standard circuits to awesome point-to-point tracks where the scenery never repeats and the cops never relent. Plus, the cool lineup of modes, including several cups, drag racing, and even one where you get to play cop and pull over speeders, ensures plenty of variety.

Sure, the controls and sounds could be tighter, and speed could be a little more blazing, but TDS's got what it takes to show you a good time. You won't regret climbing in behind this wheel. ■



PROTIP: Bag huge air off these wicked jumps in...uh, Edinburgh?



PROTIP: If a cop beats you, and you feel your car slowing, it's smarter to just surrender and quickly brake to a stop. Fighting the inevitable only costs you more time.



PROTIP: Don't brake much around the first corner in Moscow. Instead, take the inside line on the pack—you'll ram most of the other cars into the wall and shoot into an early lead.



Graphics

4.5
Creative, challenging tracks and slick car models highlight the races. Some minor draw-in and pixelization crop up, but there's really only one problem: While the speeds are respectable, it's not as mind-bogglingly fast as Gran Turismo.



PROTIP: On hairpin turns like these on the Coombe Circuit, use the handbrake to slide your car.



Sound

3.5
Thumpin' alternative tunes by bands like Pinkfuzz and KMFDM set an edgy tone that's just right for the wild races. Too bad the flat sound effects for collisions, squealing tires, and engine will make you yawn.



PROTIP: The '66 Shelby Cobra is a good starter. If you click the brake bias two or three notches to the left, it accelerates quickly (except in mid range); and, if you handle the loose back end, it controls tightly.



Control

4.0
Forget the unresponsive 3-pad—soylo's the way to go in Test Drive 5. You'll have to be patient until you develop the sensitive light touch needed to whip around the track. Once you nail it, TDS is a sweet ride.



Fun Factor

4.5
A cross between San Francisco Rush and Need for Speed III, Test Drive 5's over-the-top arcade-style racing still demands plenty of skill to cross the finish line first. The game's got some flaws, but its rowdy action-packed fun won't let you down.



PROTIP: When the course branches, take the less-crowded path to gain a few places by avoiding all the above the pack dishes out. The CPU cars often head left.



PROTIP: Lure opponents and cops into accidents by aiming straight for slow cars in traffic; at the last second, brush by the car, and your opponent will often blast right into it.

TOP GEAR

Overdrive

THE ONLY THING MORE FUN THAN WINNING IS
...CHEATING!

- 4 PLAYER MODE!
- LOTS OF WAYS TO CHEAT
- NITRO BOOSTS
- POWER-UPS
- SELECT FROM 8 CARS
- COMPETE FOR CASH POINTS
- MIRROR TRACKS
- BUMBLE PAK SUPPORT
- VARYING WEATHER CONDITIONS
- CHANGING SEASONS
- JUMPS AND OBSTACLES

AVAILABLE
NOW!



KEMCO

LICENSED BY NINTENDO. NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3D "N" LOGO ARE TRADEMARKS OF NINTENDO U.S.A. INC.
©1998 NINTENDO OF AMERICA INC. ©1998 KEMCO. TOP GEAR is a registered trademark of KEMCO.



**Bushido
Blade 2**
(My Square EA)

By Brother Buzz



Bushido Blade 2 is a solid swordfighting game that challenges gamers to not only slice and dice, but also to hone their technique. BB2 is a sweet upgrade to last year's Bushido Blade, which offers more moves and eliminates running away as an acceptable tactic.

Like the original, Blade 2 is based on traditional real-life Japanese swordmanship, where swinging a single lethal stroke is your goal. In versus mode, counterattacking is king, and patience—not banzai attacks—is what you strive for. Obviously, this flies in the face of the time-honored lists-of-fun action of most fighting games and is why Bushido Blade has...well, carved its own niche.

Graphics

4.0 Character graphics are a trifle blocky-looking, and the ground appears to ripple and shimmer. Luckily, the lighting animations are very cool—and bloody.

Sound

4.0 The artfully-subtle ambient sounds are sometimes jarred by weird effects, such as a moving cow. But the dramatic voices during story scenes have energy and style.

Control

4.0 Because you've always angled for one fatal strike instead of frantically mashing buttons, the controls work well in this fighting system. Counterattacks, however, could be crisper—especially after you heat an opening in your opponent's defense.

Fun Factor

4.0 Story mode goes fast after going up its events too soon. However, if you prefer mastering techniques to just chopping foes into hamburger, BB2 offers awesome notice and challenging long-term swordplay.



PROTIP: Whoever loses a Close Contest matchup funnels to the ground and is vulnerable to a killer blow. If you're on top, quickly tap → and hit RT.



PROTIP: When facing shifty gunfighters such as Ketsueki, you must charge in for a close attack. Hold L1 and use the directional buttons to chase him; when you get near...attack!

PROTIP: For an effective rush attack, hold LT, tap →, and as you run left, holding range, hit □ or △.



PROTIP: For a quick counter against frontal attacks, double-tap ←, ↑, or ↓ to dodge, quickly tap →, and then tap □ or △.

Story mode's tale of two warring clans unleashes an aggressive army of ninjas and skilled bosses—but beating the game with one character pretty much blows everyone's endings. However, each time you guide a character through without a single defeat, you can activate playable sub-characters (up to 11 of them) and eventually fire up Slash mode, a sequential onslaught of 40 ninjas.

If you follow the path of Bushido, you're compelled to master Bushido Blade 2. If you're a rookie warrior, you'll have to learn patience and be prepared to die more than once before learning this game's secrets. ■



PROTIP: Work on your weapon techniques in the practice rooms. You'll discover undocumented combos and moves.



PROTIP: Some foes constantly sidestep in order to work angles against you. Just tap → to fire up head-on with them.

Respected coach and video gameologist Tom 'The Thumb' Blake says that for every 34,8934 great video games there are 22,34355 bad ones. That's why he recommends getting to know these valuable



USES FOR LAME VIDEO GAMES



Researchers at the Institute of Video Gameology are constantly finding new uses for lame games. The most promising breakthroughs have been in the development of the Hiccup Reduction Appliance. It's important to remember, however, that this is only one small step on the long road to finding a cure for the troublesome affliction of hiccups so keep those donations coming.



What was a dumb idea for a video game can be a smart fashion statement. Use bad games to make earrings nose rings or rings for just about any part of your body.



Remove the silicon chips from lame games and toss them willy-nilly on the floor and before long you'll have created your own beach. Surf's up.

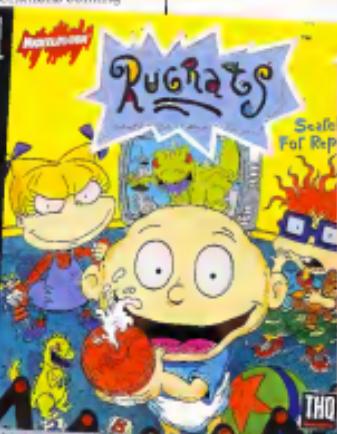
CHRISTMAS TREE ORNAMENTS

All you need is some glitter, glue, felt, a scissors, paint, 10-gauge wire, homespun yarn, two knitting needles, a stuffed gerbil, two melonballers and some creativity, and your lame old video game becomes an attractive holiday decoration.

PlayStation

RP

Available November 20. Actual availability date may vary.



Coach Blake also says that the best way to deal with a lame game is to not buy one in the first place. That's why he suggests you go to Target. They have many, many great games and very few lame ones. Great games like Rugrats for just

\$39.99

Get into the game

TARGET
EXPECT MORE PAY LESS.

ROGUE TRIP

Vacation 2012



www.roguetrip.com

Rogue Trip™ Vacation 2012 © 2012 Miniclip Software Corp. All rights reserved. Rogue Trip™ Vacation 2012 is a trademark and service mark of GT Interactive Software Corp. The GT Logo is a registered trademark of GT Interactive Software Corp. Rogue Trip: Vacation 2012, Strophos and the Strophos logo are trademarks of Sphynx Entertainment Technologies. PlayStroh and the PlayStroh logo are trademarks of Sphynx Entertainment Technologies Inc. All other trademarks are the property of their respective companies.

MORE THAN A MILLION FANS CAN'T BE WRONG.



"...makes all other vehicular combat games look like road kill."

-USA Today

"...we have a new KING in the world of vehicular combat...95%..."

PlayStation Nation



"...what it all comes down to is play control and Rogue Trip rocks!"

-Game Informer



"...Rogue Trip plays like a dream..."

-EGM



"...the SUCCESSOR to everyone's favorite car combat franchise..."

-PSM

Featuring
the Music of the
**MIGHTY MIGHTY
BOSTONES**



THE LATEST IN
AUTOMOTIVE CARNAGE
FROM SINGLETAC, THE MILLION-SELLING
DEVELOPER OF CAR COMBAT!

AVAILABLE AT YOUR LOCAL RETAIL STORE

1-800-437-2678 ext. 1000 or call 1-800-870-6757

NEED A HINT? 1-800-CALL-2-GT

GT Interactive Software



www.singletrack.com

The New King of Auto Combat

"Vigilante 8 is an immediate classic... the best game of its type on PlayStation"

- Next Generation

"the new King of car-nage"

- The Official PlayStation Magazine

"Everything about this game demolishes the competition..."

- Game Fan



Coming Soon



Activision is a registered trademark and Vigilante 8 is a trademark of Activision Inc. © 1998 Activision Inc. All rights reserved. Awarded by Sony Computer Entertainment America for the official PlayStation game console. PlayStation and the PlayStation logo are registered

ACTIVISION.

Has Been Crowned.



Now only
\$29.99

at these
retail stores:



VIGILANTE V.B.

Fully Loaded.
Fully Loco.

- Eight Bottle-Awayhere, Fully Destructible Areas
- Eight Character-Based Muscle Cars, Trucks and More
- Over-the-Top Weapons and Attack Moves
- Unprecedented 3-D Graphics and Effects
- Two-Player Split-Screen Auto Combat
- Behind-the-Wheel or Behind-the-Car Views

Coming Soon for Nintendo® 64!

©1997 Activision Computer Entertainment Inc. The Nintendo logo is a trademark of the Nintendo Company. All other trademarks and trade names are the property of their respective owners.

www.activision.com

**Cool Boarders 3**

(By SBS Studios)

By The Rookie

Price not
available
Available now
Snowboarding

2 players
Third-person
view



PROTIP: Pulling tricks is all about knowing the track: Be sure to get in lots of practice time so you'll know where to find the moguls and the killer drops.



PROTIP: While it's fun to hit your neighbor, don't go out of your way to do so. Most of the time, you'll end up on your butt or miss an important jump.



High-Ryan's maneuvers add flair and pleasure to CB3's gameplay!



PROTIP: When racing the Slalom event, be sure to maintain a fast speed—and don't bust any tricks—just get to the finish line!



PROTIP: On the Devil's Buff Down Hill event, it's crucial to hit the first jump and bust a killer aerial to get your trick points rollin' early in the day.

**Fun Factor**

It doesn't matter who you are: Whether you dig racing hybrids or just like challenging action, CB3 delivers the goods in spades with extra-groovy courses and a deep library of features, boards, and thrashers. Once you pop this CD into your PlayStation, your day is done, man!



PROTIP: Bust a rail slide whenever you can: It's an easy way to rack up some much-needed trick points.

Cool Boarders 3 hits the PlayStation slopes with all the insane downhill racing action you can handle, offering more options, boards, and riders than any other snowboarding game yet; plus, it has a deeper trick set. If you're a fan of the franchise or just like to get aggro, you're going to want this game.

CB3 blows the first two CB games off the slopes, sporting play in Single Event, Tournament, and Practice modes, while also including 17 downhill thrashers, 11 boards, 6 mighty mountains (3 of which you have to unlock to play), and 6 insane events such as Downhill, Slope Style, and the outrageous Half-Pipe—and that's just for starters. By coming in first and gaining a set amount of points in certain events, you can unleash hidden thrashers and boards. For extra pop, you can even hit your opponent Extreme Games-style on your way to the finish line. Oh, did we mention tricks? Cool 3 is straight-up loaded with 'em: Indo, tailgrabs, rail slides, and awesome front and back flips are just the tip of the iceberg.

CB3 is an extremely deep sim with a fast action twist that'll keep you hooked for days on end. If you're a competitive racing freak or just a gamer with serious attitude that wants to get wicked on the slopes, this game is the easiest purchase you'll make this winter.

B

Graphics

4.5
Cool Boarders 3 sports the best graphics of any game in the franchise with sleek-looking boards and impeccable landscapes that include a mix of moguls, jumps, and obstacles. And while there's a little draw in and some aliasing, this game is virtually snow-white clean.

Control

CB3's controls take a little getting used to—especially when getting accustomed with your power-jump meter. However, with a couple of hours in the Practice mode, you'll be pulling off all kinds of wicked tricks. An analog controller is recommended for a smoother feel, but the game works just fine with the directional pad.

Sound

4.0
Along with some standard grunts and groans, Cool 3 contains great re-game effects, such as your board cutting through soft powder or the wind swirling around as you soar through the air after a nearly cliff-jump. The soundtrack tests through with punk attitude, sporting hardcore guitar riffs and drum beats that'll keep your blood pumping.



GIVE THE GIFT

OF

LemmingsTM

& OH NO! MORE LEMMINGS

The classic blockbuster hit is back with two games in one for the PlayStation® game console! Wrap up the original, fun-filled puzzler Lemmings and its super sequel, Oh No! More Lemmings, for the perfect holiday present!

- Take on 209 fur-flying levels with ever-increasing challenges.
- Help thousands of Lemmings dig, climb, float, mine and build their way to safety.
- Enjoy hundreds of hours of fast-paced, irresistible gameplay for all ages.
- Perfect for the whole family!

© 1997 Psygnosis Inc. All rights reserved. The Lemmings logo, "Lemmings" and "Psygnosis" are trademarks of Psygnosis Inc. All rights reserved. "PlayStation" is a registered trademark of Sony Computer Entertainment America Inc. All rights reserved. "PlayStation" and the "PS" logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. "TM" denotes a trademark.





PLAYSTATION

Ninja: Shadow of Darkness
by Eidos

By Four-Eyed Dragon

Price not available
Action/adventure
Available now
1 player
14 levels

NINJA

Shadow of Darkness

Graphics
Superb water effects, a plethora of colorful enemies, and a variety of well-drawn levels make the graphics a commanding force in the game.

Sound
The Japanese-style music definitely reinforces the game's environment, while cool sound effects, such as shrills from angry dragons and last gasps from dying ninjas, create a solid overall audio product.

Control
Ninja's incompatibility with the Analog controller is a real headache. With limited directional movement, attacking and running through levels become arduous jobs—especially when you're surrounded by a host of enemies.

Fun Factor
Don't let the controls bog you down. Ninja is a great game for simple task-realist fun. Unfortunately, it's only for one player so you're going to have to take turns splitting enemy blood.

PROTIP: To make sure you don't fall off ledges, walk, don't run, in the water.

PROTIP: Throw your knives at tombstones, walls, and torches to reveal hidden treasures.

PROTIP: Stand on the right side of this dragon to dodge his attacks. You can kill him by throwing knives at his head.

The scenery in each level is amazing.

A triple beat-down combo at your service!

Using the always fun beat-em-up brawler elements from Fighting Force, Eidos has created the next breed in tumultuous combat. If you're into simple, straightforward fighting, then Ninja will definitely win over your fists of fury and fulfill your bloodthirsty needs.

In the role of a young ninja named Kurosawa, you must fight the onslaught of evil that has taken over Japan. To help you in your struggle, an unlimited amount of throwing-knives are at your disposal, adding an extra element of strategy to the game. Plus, throughout your journey, you'll accumulate money to buy special power-ups, weapons, and even extra lives.

From start to finish, Ninja shows off immaculate graphics and sparkling sound effects. Unfortunately, the awkward controls are a nuisance. Not even compatible with the Analog controller, Ninja is limited to only standard four-directional movement, which makes attacking difficult. However, much like Fighting Force's controller functionality, Ninja requires only two buttons for punching and kicking.

Despite its troubling controls, Ninja still flies with action, giving even the amateur Ninja an honorable discourse in fighting fun.

PROTIP: Enemies can't go beyond certain points, but your weapons can. Take advantage of this if you're low on energy.

PROTIP: To avoid this dragon's hot fire, attack while continually leaning against either side of his neck.

GAMEFAN 180 December 1998

SUPERMAN SOLO

THE NEW SUPERMAN ADVENTURES



- You have the power—super strength, x-ray, heat vision, flight and more.
- 16 mission-based levels
- Battle enemies from the series, "The New Superman Adventures," as seen on Kids' WB!
- Up to 4 players simultaneously



Buy early and receive a free collector's edition DC comic book.

YOU ARE SUPERMAN



GAME BOY





PLAYSTATION

**Streak**

(by ST Interactive)

By Dan Elektra



\$49.95

Available
November
Releasing4 players
(via link)
Multiple views

PROTip: Heading too high on a half-pipe or wall will kill your momentum. Stay low to win.



PROTip: Use Avery Keep's immense drop to your ultimate trick advantage.

streak

While the coming months will bring plenty of hoverboarding games with similar looks, Streak is unique and entertaining enough to rise above the pack.

Streakers race on experimental "GEMBlades"—glowing hoverboards of unknown origin—in secret nocturnal showdowns. GEMBlades handle like a mix of snowboard, surfboard, and skateboard. As you progress through the races, you'll learn

more about the technology under your feet...and its true origins.

Cool plot aside, blazing racing is why gamers will want to check out Streak. With a challenging computer AI, 12 excellent twisty tracks, and plenty of opportunity to bust wild tricks, Streak delivers the freestyle goods. The inventive courses, from a creepy graveyard to Chinese rooftops to an abandoned



PROTip: Your turbo is replenished every lap, so let loose and use it up each go-round!



PROTip: When you come to the wall of flame on Boarder Force, just face forward and don't try anything fancy.



PROTip: Use this cement shoulder to avoid one of the pit jumps on the Skysieve Highway track.



PROTip: You don't have to follow the pack on St. Martin's; sometimes, a clear alternate lane is the better choice.

**Graphics**

The visuals are a bit low-key, but everything moves appropriately fast. The water reflections are cool, and the player animations give the game some personality.

**Sound**

The music matches the scenario, from the mild peak on Skysieve Highway to the Scottish ditties in Avery Keep. It's all upbeat stuff to keep you moving with extra credit for the amazing yelps when riders fall.

**Control**

Streak supports analog controls, but the regular D-pad actually works better—especially in conjunction with all the buttons you have to use. As always, practice makes perfect.

**Fun Factor**

Streak won't turn your world upside down, but it does stand out as an increasingly crowded genre with its cool fantasy racing...and Streak is challenging enough to keep you coming back.

*Expect
The Impossible*

You are Ethan Hunt, operative for the IMF. Your mission, should you choose to accept it, is to work your way through five perilous missions with twenty levels of heart-pounding action.

Impossible? You decide...

Five missions for twenty levels of action and adventure! Experience the intensity of an international whirlwind of adventure and intrigue.

An array of mind-boggling gadgets and weapons are at your disposal, including the illusion-inducing Face-Maker!

Dazzling multiple third-person perspectives with zoom puts you right in the middle of it all! Features the classic Mission Impossible theme music!

OVER 600,000 SERVED



MISSION: IMPOSSIBLE
**EXPECT
IMPOSSIBLE**

INFOGRAPHICS ENTERTAINMENT, INC.
333 W. Santa Clara Street, Ste. 620
San Jose, CA 95113
Phone: 408 289-1411 Fax: 408 289-1559

www.INFOGRAPHES.net



YOU can't run from



["Shadow Madness' story is easily comparable, if not superior, to the top titles of the genre..." — GameFan Online]



CRAVE
SCENE OF THE CRIME

your own shadow,
but now you damn well better try.

www.shadowmadness.com

Or-duced things won't last they learn. A bizarre plague has swept the land, bringing vile creatures out of the shadows, and leaving piles of dust where your friends and relatives once stood. And you've got to put a stop to it before it puts a stop to you. It's an epic RPG with complex battle scenarios. Customizable weaponry. And three styles of magic. Because you're gonna need all the help you can get. Shadow Madness strikes in February 1999.



SHADOW
MADNESS



CRAVE
ENTERTAINMENT

MELTS
AS WELL AS THEIR



ARMY
MEN^{3D}

REAL COMBAT. PLASTIC MEN.

THEIR MOUTH HANDS.



Exclusively on the PlayStation® game console, from **3DO**™ www.3do.com

©1998 The 3DO Company. All rights reserved. Army Men, 3DO, and their respective logos, are trademarks of The 3DO Company in the U.S. and/or other countries. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and/or trade names belong to their respective owners.





Small Soldiers

(by Electronic Arts)

By Dr. Zombie



AGES 12+

\$49.95

Available now

Action/adventure
2 players
14 levels

SMALL SOLDIERS



Like the movie of the same name, the game features high-quality visual effects. Note the detail in this 3D Gorgonite environment.



PROTIP: In the Garrison level, jump on the big canon and clean house. You can take advantage of the increased fire-power and range as you strafe 360 degrees.



PROTIP: Free captured Gorgonites to help you and to draw fire.



PROTIP: It requires a leap of faith to overcome some apparent dead ends.

In *Small Soldiers* the movie, toy action figures battle on Earth. In the game, the war takes place in an alien dimension where the figures are real creatures. Fourteen intricately rendered 3D battle zones pit you as Archer, the Gorgonite leader, against Crip Hazard and his Commando Elite. Fully mobile, you interact with the terrain throughout your various missions while you free-trap Gorgonite comrades who then aid you in battle.

PROTIP: In two-player mode, taking out Chip is just as effective as capturing the flag.

Thirteen weapons and many power-ups are at your command, including the handy shoot-around-the-corner starbol. Plus, a two-player mode throws Archer against Chip in head-to-head or capture-the-flag combat. Finally, a Dual Shock controller is a must if you want to feel all the heavy artillery fire.

The effort funneled into creating a unique gaming adventure—instead of just duplicating the movie—is evident in all aspects of this well-made game. *Small Soldiers* is a fun and fast action/adventure title. Ten-hut! ■



PROTIP: Keep your trigger on unbroken crossbow fire, shoot in the direction you're walking, and use all nooks and corners.



Graphics

4.0 Impressive terrain, ambient lighting, and attention to detail create a believable 3D world with depth and substance. Only the distracting pop-up in the environments as you look into corners prevented a higher rating.



Sound

4.0 A fully orchestrated soundtrack and distinctive sound effects create a nicely atmospheric atmosphere. The ear-shattering especially impressing.



Control

4.0 Although the control is solid overall, handling your character with the analog controller was a little loose. You often bump into walls when stuck in tight corners or when you resort to melee attacks. Practice improves your aim with weapons.



Fun Factor

4.0 *Small Soldiers* packs an intriguing story line and enough levels, hidden objects, and weapons to stand out from the rest of the 3D action/adventure pack. There's lots of shoot-em-up fun here.



PROTIP: The eerie chants add to the atmosphere and provide keys to secret areas.

Taking your TV by storm!

GAMEPRO

- **Reviews**
- **Previews**
- **Behind the scenes**
- **Exclusive interviews**
- **Tips, tricks, & codes**
- **Everything you love
about GamePro
magazine plus MORE!**



Exclusively on



*Check your local cable
listings for times and dates*



By Boba Fatt

Part real-time strategy saga, part tactical RPG wannabe, The Unholy War's final mix is a very interesting take on chess for the PlayStation generation.

Playing on a hexagonal map that might as well be a chessboard, you move your units to mining locations in order to gather "Aur," a magical substance that allows you to summon more warriors. As you amass a force powerful enough to topple your opponents' base, the "pieces" battle in 3D arcade-style action sequences in interactive environments.

Though working from a unique gaming model, War's developers fumbled the ball. Firstly, the ho-hum sound is a combination of standard gothic music and laser-style zapping and pounding. The interface is easy to master, and in-game help menus recall each character's abilities—but actual combat can be extremely difficult because airborne attackers can't draw a bead on one another.



PROTip: *Razorfanes are excellent warriors, faring well against air- and land-based enemies.*

Scant lighting-effects highlight the otherwise uninspiring battle sequences—though it's especially disappointing that the fighters and environments don't reflect their damage. Luckily, the variety of characters, and the art of neutralizing them with the best matchups, keeps the battles interesting.

Ultimately, The Unholy War's greatest strength is its competition mode, which offers adjustable difficulty levels and a practice mode for the combat interface; this game is easy to learn, but nearly impossible to master—especially against a human opponent. If intellectual challenges are more important to you than flashy graphics or whiz-bang sound, check out this game. ■

THE UNHOLY WAR



PROTip: *Use Jaegers, which move twice as fast, to dig for the precious Aur. If necessary, defend them with Razorfanes.*



PROTip: *On the Deadlands map, take your enemy's Aur supply as soon as possible with Razorfanes. If you control the majority of Aur, victory is just a matter of time.*



PROTip: *The Mantis's extending pincer makes it hope for early land battles. Use them against the quick-striking Prana Bevils.*

The Unholy War by Eidos

	Jaeger	Sword	Caster	Raz Fane
SRK III	3.0	3.0	3.0	3.0
Available now	Twisted strategy & combat!			
Challenges	PlayStation, Adjustable			
Replay value	Medium			
ESRB rating	Everyone			

2 players
Challenge: Adjustable
Replay value: Medium
ESRB rating: T

PLAYSTATION

By Boba Fatt

The name ODT isn't an acronym; it's the developers' take on the word "oddity," which they use to describe the bad guys in this game. In fact, ODT is a very accurate description of the entire product: a poor man's third-person shooter that manages to nail all the drawbacks of the genre's top gun, Tomb Raider, while cleverly missing all of the genre's high points.

Take, for example, the controls: Distance and jumping are hard to judge, and you're never quite sure exactly how much ammo you have. Then there's the ladder interface that's nearly impossible to grab. Let's not even talk about the combo needed to crawl.

In addition, ODT's environments consist mostly of murky platforms and rooms with a visibility of about 10 feet. Never fear: There's so little detail and such bland textures that blindness is welcome. Unfortunately, the sound, which features repetitive generic effects and music, is inescapable. Even the game's highlights, its magic spells and plants that shrivel as they burn, serve only to illuminate ODT's failed potential.

The game's cliché plot is the final blow: A band of heroes crash-land while trying to acquire a gem that would cure an epidemic that threatens to vanquish mankind. The gem is lost in a forbidden tower full of mutants, and...well, you get the idea. Now there's no need to play the game. ■



PROTip: *Burn down these plants near the Health Gates to reach the rest of the first level.*



PROTip: *To move this block, use the switch located on the opposite side of this platform.*



PROTip: *This trap door is opened from the adjacent platform that leads up a series of stairways.*

ODT by Psygnosis			
Jaeger	Sword	Caster	Raz Fane
3.0	3.0	3.0	3.0
SRK III	Available now	Twisted strategy & combat!	
Challenges	PlayStation, Adjustable		
Replay value	Medium		
ESRB rating	T		



PROTip: *You'll find the white key that opens these bars around the corner to the left.*

Respected coach and video gameologist Tom "The Thumb" Blake says that before you can understand what makes a player successful, you must understand what makes a game successful—or not successful. That's why Coach Blake recommends studying these



VIDEO GAMES THAT NEVER MADE IT

ROMAN DEBATE. Players would square off against computer-controlled debaters on a variety of civic topics relevant to the Roman Empire. From toga-party permits to aqueduct construction. As players advanced through levels, they'd battle distinguished Roman statesmen like Claudio, Democritus and Barney. Contrary to glowing focus-group reports, the game was virtually ignored and never went any further than the test markets Wesleyville, North Dakota and Lincoln, Nebraska.



THE LOST GAMES OF SEDGEMOOR

Upstart video game designer Theodore Mitchell sent shock waves through the 1993 video game convention in Sedgemoor, England, when he unveiled a series of games that captured the thrill and excitement of competitive sewing. Two days later, however, Theodore and the games were missing and have never been found. Many people believe it was the work of an elaborate conspiracy, but the Fitzsimmons Commission report concluded that it was an alien abduction.



PlayStation™



Coach Blake also says that if you're looking for the games that did make it, go to Target. They have all the best games at great prices. Like

\$39.99
Each

SCOTT BAILEY C.P.A. This game was designed to change the way America looked at Certified Public Accountants. Super C.P.A. Scott Bailey adds and subtracts his way out of potential audits. Unfortunately, kids realized it was a lot like doing homework. The game is now being considered as a non-narcotic sleep inducer for insomnia.

Get into the game.

TARGET
EXPECT MORE PAY LESS

By Dan Elektra



Motorhead is the Back-Street Boys of racing games. It sure looks pretty, but it's hollow inside. Add on... more graphically rich, gameplay-dependent racers onto the pile.

Motorhead offers 10 cars, 2 of which must be unlocked through gameplay, and 8 tracks, 6 of them hidden. The tracks and cars are sleek but sparse; aerodynamically efficient but visually bland. The game can run at 60 frames per second with opponents while sporting nicely detailed textures and colored lighting—but the graphical panache is crippled by serious pop-up covering behind a thick layer of obtrusive fog. Huge buildings, long bridges, and—most unforgivably—sharp turns appear out of the ether. A snazzy foreground doesn't excuse a nonexistent background.

Musically, you'll have to endure repetitive, fluffy techno-pop beats; like the visuals, the music has a slick but lifeless European feel to it. Engine sound effects are somewhere in the motorcycle range. Control is responsive but a little reserved; the game could've used a more realistic physics model. Motorhead supports dual-analog control (one stick for steering, one for gas and brake), but no Dual Shock feedback.

Simply put, **Motorhead** has no soul. This is a stripped-down, utilitarian, pretty-boy racer without an emotional connection for the player. There's no charm or personality that might forgive its technical flaws, and no reason to get excited about going really fast. In **Motorhead's** case, less is not more. ■



PROTIP: If you're squeezing your arms after recovering from a hard stop, ease up on the gas to get some traction.



PROTIP: With a wide perspective, you can sneak over the grass at high speeds without being much control or speed.



Motorhead by Fox Interactive

Graphics	Sound	Control	Fun Factor
8.0	2.0	8.0	8.0

Rating: Average
Release date: Mid-November
ESRB rating: Not yet rated
Players: 2 players

PROTIP: Don't choose the ASC unless you know how to power-slide.



PROTIP: You can bump bodies safely with opponents, but clipping the walls will slow you down.



PROTIP: Don't choose the ASC unless you know how to power-slide.

PLAYSTATION

By Bad Kate



Some games offer goofy fun; others are just goofy. You can file **Running Wild** into the latter category. This animal footracing game just feels stupid.

Yes, that's right: animal footracing. Players control one of six Hanna-Barbera rejects—a rocker zebra, a sexy bunny, a kung-fu fighting panda, etc.—as they tear around generic desert, arctic, jungle, city, and volcano tracks (among others) in a dash for the finish line. Alternate paths and shortcuts keep the laps suitably random, as do the speed boosts, hazards, and power-ups along the way.

Sound fun? It's not. This is a low-quality Super Mario Kart rip-off with mediocre execution. The characters seem small and could've used a few more frames of animation. They also don't seem rooted in their environments; instead, you get the feeling the animals are running in front of a screen displaying a background. You'll hear basic animal noises and a slightly muffled announcer, backed by a wacky bass- and brass-heavy soundtrack that probably meant to convey a cartoon atmosphere. Control isn't overly sensitive, and the game supports analog steering and Dual Shock. Four players can play via a multitap, but if they do, it's a shame they'll all take to their graves together.

But hey, at least it's not another copycat car-racing game, right? The footracing gets a nod as a novelty—but it can't save the rest of this ill-conceived game with its all-too-evident sense of "Hey, look at me, I'm funny!" in the PlayStation race. **Running Wild** trots at the back of the pack. ■



PROTIP: You move at the same speed whether you're jumping, running, or sliding.



PROTIP: The longer you hold the jump button, the further you'll fly.

Running Wild by MM Studios

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Rating: Average
Release date: Now
Playing time: 4 players
ESRB rating: Everyone

GET IN THE GAME.

"I don't get 'player's thumb'
...I have a lot more control."

-Eliot

"...the reverse up/down switch
...is a really cool feature."

-Mike

"...more interactive
than the control pad."

-Matt

"It's a piece of cake and
you guys are geniuses!"

-Seth

"...better and easier
than the control pad..."

-Edu

"...more maneuverable
easy after you spend
a day on it."

-Nicholas

- Compatible With All Nintendo 64 Games
- Ergonomic Design For Superior Comfort
- Never Needs To Be Recalibrated
- Compatible With Controller Pak™ and Rumble Pak™



THE VIDEO GAME CONTROL GLOVE

NEW FOR NINTENDO® 64
JUST \$49.95 msrp

Available at
SP Specialty
Babbages

Babbages

KAY-BEE
TOY STORES

ALSO AVAILABLE FOR PLAYSTATION®
GAME CONSOLE NOW JUST \$29.95 msrp



TOYS'R'US

REALITY QUEST
www.theglove.com



Distributed in the U.S. by Reality Quest Corporation, 1000 Lafferty Drive, Suite A, Longmont, CO 80501-4917
Reality Quest and Reality Quest logo are trademarks of Reality Quest Corporation. Nintendo 64 is a registered trademark of Nintendo of America Inc. Babbages Pub and Controller Pak are trademarks of Nintendo of America Inc. PlayStation is a registered trademark of Sony Computer Entertainment Inc.
Sony and PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

IN THE YEAR 3000, THERE

Rocket boosters and treacherous heat-seeking missiles make this flying fox virtually unavoidable and unflappable.

A sheep-herding K-9 on wheels whose Fido firepower is worse than his bite.

You can't get over this bumb, full of explosives and ready to blow.

Packs nuclear power in his pouch and in his punch.



Space Station Silicon Valley and the Space Station, Silicon Valley logo are registered trademarks of Yankee 2 Interactive Software Inc. Yankee 2 Interactive Software, Inc. and the Yankee 2 logo are registered trademarks of Yankee 2 Interactive Software, Inc. © 1998. The DMA logo is a trademark of Acclaimsoft, Ltd. HyperSoft, Asteroids, and the 3-D Gun logo are trademarks of Midway of America, Division of Midway of America.

ARE NO PETTING ZOOS.



A rocket-sneezing, snow-squeezing polar bear who dumps dangerous icicle mines in front of unsuspecting foes.



A high-speed husky on skis who hates penguins and often flips his wig.



Full of lightning-fast mayhem and deadly cruise missiles, he's no angel.

A deviously shy tortoise who comes out of his armor-plated shell to wreak serious havoc.

Silicon Valley, a space station used to harbor cutting-edge technology, has disappeared. Now, in the year 3080, it's on a collision course with Earth. You must not only think like the wacked-out beings who inhabit its incredibly lavish environments, you must become them. Only then will you be able to unlock the mysteries of the Valley and save our planet. Whatever you do, do not attempt to feed the animals.

SPACE STATION SiLICON VALLEY

Assault Retribution

By Major Mike

Assault: Retribution desperately wants to be the Contra game that PlayStation owners have waited for ever since the system was launched. But the wait must continue. This barely adequate action/shooter title tries hard to be an intense blastfest, but falls far short of the mark due to monotonous gameplay and poor controls. Even the two-player game is a bust.

There's no lack of activity in Assault, but that's the problem—the action is just plain boring. You run/run through several unimpressive levels, collect weapons, and go head-to-head with dull bosses. Some elements offer diversity due to the driving stage and the ability to climb hand over hand, but these are few and far between. Most of the time, bouts of slowdown and clumsy camera angles mar the action, making it hard to spot incoming attackers.

Assault's graphics lack flash and detail. You're attacked by waves after waves of similar-looking enemies that resemble poorly grained polygons more than anything else. And the bland sound doesn't help. The audio effects are so muted you hardly notice them, and the techno music, which sounds borrowed from old Genesis titles, is downright annoying.

Assault's controls are barely possible. If you attempt precise jumps in 3D space, you'll often die unintentionally, possibly even three times in a row before crossing a gap. Changing your vertical aim is another problem—it takes too long, and all the while you take hits from the enemies that pour in from every direction.

Calmers looking for a decent run-and-gun title should seek out One or MDK. Assault: Retribution just isn't worth the fight. ■



PROTIP: When riding the RT, use the bombing weapon to clear obstacles from the RT's path. If it hits too many barriers, it'll explode and send you plummeting to your death.



PROTIP: Shoot at the walls of a room; you might reveal a secret area with power-ups or other useful items.



PROTIP: When your character runs out of energy, hide out in a safe spot and allow it to recharge.

looking enemies that resemble poorly grained polygons more than anything else. And the bland sound doesn't help. The audio effects are so muted you hardly notice them, and the techno music, which sounds borrowed from old Genesis titles, is downright annoying.

Assault's controls are barely possible. If you attempt precise jumps in 3D space, you'll often die unintentionally, possibly even three times in a row before crossing a gap. Changing your vertical aim is another problem—it takes too long, and all the while you take hits from the enemies that pour in from every direction.

Calmers looking for a decent run-and-gun title should seek out One or MDK. Assault: Retribution just isn't worth the fight. ■



Assault features flying sequences in addition to run-and-run action.

Assault Retribution

By Michael Horne Entertainment

Graphics Good Sound Good Play Value Fair

Play Time 10 hours

Activation Required Activation Required Activation Required Activation Required

Platform PC

Price \$39.99

Rating E10+ (Everyone 10 and up)

Age Rating 10 and up

Genre Action/Adventure

System Requirements Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card 16MB VRAM

Sound Card 3D Sound

CD-ROM Drive 1x

Other None

OS Windows 95/98/ME/XP

Processor Pentium 133MHz or faster

Memory 16MB RAM

Video Card

GRADE this issue of GAMEPRO and be entered to win these AWESOME PRIZES!

FIRST PRIZE
(\$100 winner)

\$200

Gift Certificate for
gaming merchandise
of your choice!

SECOND PRIZES
(10) winners



Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or mail it (or a copy) to GamePro by **December 31, 1998**. You'll be entered into a contest to win the prizes listed.

Name _____ Age _____

Address _____

City _____ State _____

Zip _____ Phone () _____

1. Please indicate whether you read *only* or how useful you found each of the following articles from this issue of GamePro. Circle "A" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read only part of the article, please let us know how useful it was by circling "A" for "very useful," "B" for "useful," "C" for "not useful," and "D" for "not at all useful."

The Cover All / Some / None A B C D F

Head2Head All / Some / None A B C D F

Art Attack All / Some / None A B C D F

Buyers Beware All / Some / None A B C D F

NetPro All / Some / None A B C D F

ProNews All / Some / None A B C D F

Cover Feature: Tomb Raider Rises All / Some / None A B C D F

Feature: GamePro's Holiday Shopper's Guide All / Some / None A B C D F

Feature: Control This! A Game Controller Roundup All / Some / None A B C D F

Snack Previews All / Some / None A B C D F

PC GamePro All / Some / None A B C D F

Not in the Arcades Special Report: Arcade World '98 All / Some / None A B C D F

Nintendo 64 PreReviews All / Some / None A B C D F

PlayStation PreReviews All / Some / None A B C D F

GamePro Classics All / Some / None A B C D F

Video Game Survivor's Guide All / Some / None A B C D F

Sports Pages All / Some / None A B C D F

Role-Player's Realm All / Some / None A B C D F

Metal Gear Solid ProStrategy Guide All / Some / None A B C D F

MedEvil ProStrategy Guide All / Some / None A B C D F

The Fighter's Edge/WOW/MiND Revenge All / Some / None A B C D F

SWATPro All / Some / None A B C D F

2. What game systems do you currently own?

- | | | |
|---|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> Game Boy | <input type="checkbox"/> PC | <input type="checkbox"/> PlayStation |
| <input type="checkbox"/> Genesis | <input type="checkbox"/> Windows 98 | <input type="checkbox"/> Saturn |
| <input type="checkbox"/> Macintosh computer | <input type="checkbox"/> Windows 95 | <input type="checkbox"/> Super NES |
| <input type="checkbox"/> Nintendo 64 | <input type="checkbox"/> Windows 3.1 | |

3. Please indicate which of the following publications you purchase or need at least 6 times per year:

- | | | |
|--|--|--|
| <input type="checkbox"/> Die Hard Game Fan | <input type="checkbox"/> GamePro | <input type="checkbox"/> Official PlayStation Blog |
| <input type="checkbox"/> Electronic Gaming Monthly | <input type="checkbox"/> Gamers Republic | <input type="checkbox"/> PSM |
| <input type="checkbox"/> IGN 2/Expert Gamer | <input type="checkbox"/> Next Generation | <input type="checkbox"/> Tips & Tricks |
| <input type="checkbox"/> Game Buyer | <input type="checkbox"/> Nintendo Power | |

4. Have you ever visited the GamePro Online Web site? (<http://www.gamepro.com>)

- Yes No

If yes, how useful was it? Circle "A" for "very useful" to "F" for "not at all useful."

A B C D E F

5. Have you watched GamePro TV this year?

- Yes No

If yes, how useful was it? Circle "A" for "very useful" to "F" for "not at all useful."

A B C D E F

6. On average, how much time in a week do you spend playing interactive games at home or elsewhere?

	Console Games	PC Games	Online Games	Arcade Games
Less than 1 hr	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1-5 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5-10 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10-15 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15-20 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20 hrs or more	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

7. Would you like to see more editorial on:

Console games Yes No

PC games Yes No

Online games Yes No

Arcade games Yes No

8. How did you get this copy of GamePro?

- Subscribed
 Purchased at the newsstand
 Other _____

HOW TO ENTER:

To be eligible to win, please mail, e-mail, or fax your completed survey (or a copy) to:

Mail:

Displayer Genetics Survey
 P.O. Box 193712,
 San Francisco, CA 94119-3712

E-mail: comms@gamepro.com
 (Please enter "GamePro Survey" in the subject line.)

Fax: 415/975-2610

Or enter online:

Online: www.gamepro.com

**Tell us what
you THINK!**



By Dr. Zombie

Backstreet Billiards racks up 14 game variations to stand out from other PlayStation pool titles. You can either play solo in Story mode as a pool shark, or match skills with friends in pocket and carom games such as Nine Ball, Bowlers, and Cut Throat.

Well-rendered graphics create believable 3D environments with depth, distance, and height, while smooth controls provide total mastery of your cue stick and angle of view. The superb jazz and blues soundtrack is worth listening to on its own, and players can even insert their own music CDs. Whether you're a pool shark or a guppy, Backstreet Billiards has something for the pool hustler in you. ■



PROTip: For a good break, apply a medium-power off-center stroke to the center ball.

Backstreet BILLIARDS

PLAYSTATION

By Dr. Zombie

Activision's Pool Hustler is a slick, well-rendered game that will challenge Backstreet Billiards for your attention. The five modes include Lesson, Story, Two-Player, Practice, and Trick Shot. Four games—Nine Ball, Rotation, Eight Ball, and 14.1 Continuous—means there's entertainment for everyone.

The graphics and control are sharper and more fluid than in Backstreet Billiards; Pool Hustler, however, doesn't feature customizable CD soundtracks or as large a variety of games, offering only two-player competition compared with Backstreet's four-player simultaneous play. If you're going solo and want to shoot straight pool, Pool Hustler will suit you nicely, but if you're looking for variety, Backstreet Billiards is the tops. ■



PROTip: Don't smack clusters of balls and risk a scratch. Pare balls off from the sides.



Backstreet Billiards

By ASCH Entertainment

Breakout 4.5
Breakout 4.5
Carroll 4.5
Fox Trotter 4.5
\$29.99
Available November
PlayStation
4 players

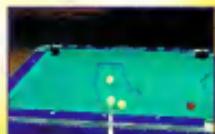


PROTip: The more angle you use, the more your ball spins. With enough angle, the cue ball will jump over other balls.



Pool Hustler by Activision

Breakout 4.5
Breakout 3.5
Carroll 4.5
Fox Trotter 4.5
\$29.99
Available now
PlayStation
3 players



PROTip: Bank shots work best when you aim at only one particular ball.



By Dr. Zombie

Like Monster Rancher, Dragonseeds generates dragons for you to raise, train, and fight for supremacy. In an RPG-like setting, you create up to 16 large lizards with options to purchase weapons, rest, collect trophies, and even engage in "unsanctioned" rogue fights to sharpen your skills. If you skip the developmental stages, you can create random dragons with different

DRAGONSEEDS

attributes by using memory-card data from other PlayStation games.

The graphics are sharp and the fight animations are well rendered; the game also has a pleasing but unintrusive soundtrack. The controls are smooth, while gameplay is intuitive and well explained on-screen. Dragonseeds' detailed story lines and vast options guarantee long-term gameplay for those interested in this genre. ■



PROTip: Be sure to train in both attacks and counters, or you'll set your dragon up for a fall.

Dragonseeds by Jinxco

Breakout 4.5
Breakout 4.5
Carroll 4.5
Fox Trotter 4.5
\$29.99
Available now
PlayStation
2 players



By Gideon

Activision Classics is a video game flashback that'll knock older gamers back to puberty. Those who grew up worshipping the original ruling home system, the Atari 2600, will immediately recognize such classics as River Raid, Pitfall, and Kaboom—plus 27 more, all faithfully reproduced with their flat graphics and tinny sound effects.

Without the rosy glow of nostalgia, this title equates to flickering images, simplistic gameplay, and chunky controls. The games are painfully basic in comparison with even (ancient) 8-bit games. Ultimately, Classics' modern appeal is worth a peek if only to appreciate how far the art of home video gaming has come. ■



PROTip: In Kaboom, mirror the bomb's movements to stay ahead of the falling bombs.



PROTip: Gaming 101, Pitfall-style: Everything has a rhythm and a pattern. Timing is key.

Activision Classics by Activision

Breakout 4.5
Breakout 3.5
Carroll 4.5
Fox Trotter 4.5
\$29.99
Available now
PlayStation
2 players

PROTip: String together positive phrases for a chance at a stronger dragon creation.

YOU'VE GOT TO HAVE A LOT OF BALLS TO PLAY A GAME THIS REAL

(SIXTEEN TO BE EXACT)

"Virtual Pool ... is the absolute, incontrovertibly best, most believable pool simulation available for any platform." - GameWEEK

"...Play ultra-realistic pool, without the risk of getting hustled..." - IGN64.com



Master mind-blowing trick shots that would rival any seasoned pool shark!



Ultra-Real Physics make VR Pool 64 as close to the real thing as it gets!

Virtual Pool 64™ puts incredible touch and precision in your hands. With unsurpassed, ultra-real physics, you'll control the power behind every break, tap and trick shot!

Best of all, with nine exciting types of pool, three levels of difficulty and two-person, multiplayer support, beginners and experts will both enjoy the challenge of Virtual Pool 64.



VISIT WWW.CRAVEGAMES.COM



© 1997, Crave Games, Inc. All rights reserved. Virtual Pool, VR Sports and the VR Sports Logo are trademarks of Interplay Productions. All rights reserved. Exclusively licensed and distributed by Interplay Productions. Published and Distributed in North America and South America by Crave Entertainment under license with Interplay Productions. © 1998 Crave Entertainment, Inc. All rights reserved. Nintendo and the "N" logo are registered trademarks of Nintendo of America Inc.

GREATEST HITS

RAYMAN®

THE BEST PLATFORM GAME
FOR THE PLAYSTATION™



MEGAWARD
GAMEPAK

GAME OF THE MONTH
ELECTRONIC GAMING MONTHLY

EDITOR'S CHOICE AWARD
COMPUTER GAME STRATEGY PLUS

BEST CHARACTER
BEST ANIMATION
BEST SOUNDTRACK
1996 VIDEO GAME BUYER'S GUIDE

At
ENTERTAINMENT WEEKLY



BEST GRAPHICAL ADVENTURE
DIGITAL TURP TV



Ubi Soft
ENTERTAINMENT

THE WORLD'S GREATEST ACTION HERO

OVER 2 MILLION RAYMAN FANS CAN'T BE WRONG!



AVAILABLE AT YOUR LOCAL VIDEOGAME RETAILER

K-B TOYS
TOYS'R'US



Babbage's
An AOL Entertainment Company

COMING IN 1999 FOR YOUR
NINTENDO[®] 64, PLAYSTATION[™] AND PC

RAYMAN²

THE GREAT ESCAPE

CHECK IT OUT AT
WWW.RAYMAN2.COM

©1998 UBI Soft Entertainment, Inc. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The Rayman logo is a trademark of the interactive Digital Software Association. www.ubs.com/ubisoft

SCHOOL'S OUT.

CAPCOM unleashes explosive tag-team fighting action in Rival Schools — the most innovative 3-D fighter that teams up 14 brand new warriors united by fate. Vibrant graphics, an intense story line, outrageous new combos and Capcom's signature gameplay make Rival Schools the 3-D tag-team battle that's completely out of control.



In the ultimate fight
for justice, there is no room

OF CONTROL.

After the war ended, we returned to our home in New York City. We had a small garden in the back yard where we grew vegetables. I also had a small garden in front of my apartment building. I grew flowers, vegetables, and herbs. I enjoyed growing my own food and saving money on groceries. I also enjoyed the physical activity of tending to my garden.



JOIN FIGHTERS EDGE.
EARN KILLER STUFF.

**FIGHTERS
EDGE**

Join the ranks of the world's toughest duds in Capcom's Fighters Edge! Collect Fighters Edge points when you buy specially marked packages of Capcom's Fighters Edge games or via authorized special offers with participating retailers. It's easy to earn! Just fill in the coupon below and send it to: Capcom Entertainment, 405 Oakmead Parkway, Sunnyvale, CA 94085.

GAMERPIN

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
PHONE _____
FAX _____

CAPCOM



© 1996 CAPCOM U.S.A. INC. All rights reserved. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM U.S.A. INC. and its related companies. All rights reserved. CAPCOM is a registered trademark. All rights reserved. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM U.S.A. INC. and its related companies. All rights reserved. CAPCOM is a registered trademark. Any trademarks or service marks used in this document are the property of their respective owners. Use of them does not imply endorsement by CAPCOM. Requests for reprint permission should be directed to CAPCOM using a standard business letter containing a self-addressed, stamped envelope. For a reprint request, a minimum of three weeks advance notice is required.

GamePro Classics

Seen It. Done It. Will Do It Again.

By Ancient Akash

PlayStation

Crash Bandicoot 2: Cortex Strikes Back

Even as Crash Bandicoot: Warped, the third game in the Crash series, hits the market, the Bandicoot is striking back—retroactively thanks

to the release of his second game as a PlayStation Classic. For less than the price you'd pay for a pair of the 'coot's sneakers, you can now enjoy splashing your only past aggressive turtles and mean-spirited seals while you collect crystals in order to save the world from a truly unpleasant fate.

Like some deranged Adam mad for apples, you can re-experience the great graphics, concise control, and upbeat gameplay of this instant golden oldie.

If you liked the original but didn't play the sequel, this is your opportunity to make up for lost time and get into the groove for Crash's third installment. The reviews are still flying on. □



Crash Bandicoot 2: Cortex Strikes Back
By Scott Cawthon
Entertainment America

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	1.0

► Check out the full Preview in the January issue of GamePro!

► Surf our archived Previews online at www.gamepro.com!

► Get the lowdown on Crash Bandicoot: Warped in the December issue!

PlayStation

Final Fantasy VII

There is no "Final" to this Fantasy. Its three CDs are being re-issued—and if you like complex, emotionally involved story lines and stunning, beautifully colored backgrounds, this RPG warrants your attention. In fact, this classic received perfect scores when it was released a year ago, and its appeal has not weakened in the interim.

Final Fantasy VII is not a static experience. Active Time Battle allows you to engage in almost-real-time combat, while the Limit attack system locks in with a life-saving special move if a character is in desperate need. And we shouldn't forget Materia, which enables you to mix and match your magic in almost limitless fashion.

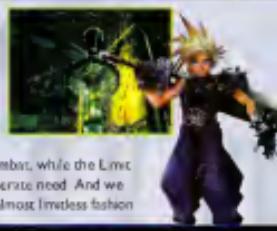
Final Fantasy VII
By Scott Cawthon
Entertainment America

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

► Check out the full Preview in the October '97 issue of GamePro!

► Surf our archived Previews online at www.gamepro.com!

► Turn to the three-part Final Fantasy VII Strategy Guide in our October/December '97 issue!



Respected coach and video gameologist Tom "The Thumb" Blake says that the more you play video games the better you get. To help you find more time to play, Coach Blake recommends these simple rules of



VIDEO GAME TIME MANAGEMENT

The first step in finding more time to play video games is learning how to tell time. So if you can't tell time, learn it! If you are confused by the little hand and big hand, buy a digital clock. If you're still confused, gather two bags of concrete, a jello mold, four bowling pins and some chicken wire—and build a sundial.

Time used creating colorful and informative pie charts can be a delightful diversion from video games and is time well spent.



Hire a secretary or personal assistant to take your calls, handle your schedule, get your lunch, as well as do any light typing or filing. For just \$25,000 a year plus a nice profit-sharing plan and medical and dental coverage, you can attract a qualified individual who will eliminate much of your busywork and let you focus on video games.



Coach Blake also says people waste way too much time searching for video games. Go to Target. They have all the best games in stock...and at great prices. Like Centipede for just \$39.99 and Glover for just \$49.99.

Get into the game.

TARGET
EXPECT MORE PAY LESS.

GamePro Classics

S.W.A.T. BACK

THE RETURN OF YOUR FAVORITE GAMES AND TRICKS!

PlayStation

Crash Bandicoot 2: Cortex Strikes Back

Ten Extra Lives



Go to Warp Room #2 and jump repeatedly on the polar cub. After jumping on the cub 10 times or so, you'll be rewarded with 10 extra lives.



PlayStation (Game Shark)

Final Fantasy VII



Infinite GP: 8009d260zzzz

Quick Level Gain: 8009d700zzzz



Nintendo 64

Diddy Kong Racing

Magic Codes

MAGIC CODES

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	0	+	-	*	/	.	,	;	:	;	;	;	;	;	;	;	;
1	2	3	4	5	6	7	8	9	0	+	-	*	/	.	,	;	;	;	;	;	;	;	;	;	;
1	2	3	4	5	6	7	8	9	0	+	-	*	/	.	,	;	;	;	;	;	;	;	;	;	;
1	2	3	4	5	6	7	8	9	0	+	-	*	/	.	,	;	;	;	;	;	;	;	;	;	;

ENTER CODES
STAR ALL POWER
STAR ALL SPEED
STAR ALL STYLING

MAGIC CODES

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	U	V	W	X	Y	Z	
1	2	3	4	5	6	7	8	9	0	+	-	*	/	.	,	;	;	;	;	;	;	;	;	;	;
1	2	3	4	5	6	7	8	9	0	+	-	*	/	.	,	;	;	;	;	;	;	;	;	;	;
1	2	3	4	5	6	7	8	9	0	+	-	*	/	.	,	;	;	;	;	;	;	;	;	;	;
1	2	3	4	5	6	7	8	9	0	+	-	*	/	.	,	;	;	;	;	;	;	;	;	;	;

ENTER CODES
STAR ALL POWER
STAR ALL SPEED
STAR ALL STYLING

Enter the codes at the Magic Codes option

All Balloons Are Blue: ROCKEFUEL

All Balloons Are Green: SOCCERFENDER

All Balloons Are Rainbow Colored: OPPOSITESATTRACT

All Balloons Are Red: ZOMBIAHAT

All Balloons Are Yellow: HOHYARMOR

All Characters Are Big: ARNOLD

All Characters Are Small: TEENYNEENIES

Bananas Reduce Speed: BOGUSBANANAS

Character Taunts Replace the Horn: SLASHERMOUTH

Disable Bonuses: NOYELLOWSTUFF

Disable Weapons: NOBYBALLOONS

Display the Game Credits: WHODIDTHIS

Enable Music Test in the Options: JUKKROX

Hard AI: TIMELOSE

Maximum Power-Up in Track Mode: FREEFORALL

No Balloons: NOBYBALLOONS

Start Track Mode with 10 Bananas: FREEFRUIT

Turn Off Zippers: ZAPTHESIPPERS

Two-Player Adventure Mode: JOINTADVENTURE

Two Players Can Select the Same Driver: DOUBLEVISION

Unlimited Bananas: VITAMINB

Vehicles Have Four-Wheel Drive: OFFROAD

DIDDY KONG RACING

New and Improved! All-New Adventures!

Win
HOT
Prizes!

Team **GAMEPRO** Adventure Hotline

1.900.860.TIPS

Canada 1.900.451.5552

Call
NOW!

(1) GRAND PRIZE Winner

\$200 Gift Certificate
for hot video
game products!



(4) RUNNER-UP Winners

An official GamePro T-shirt!



Call the new Team GamePro Adventure Hotline and see if you can survive all the traps and dangers of each month's new phone adventure. Those who survive in the shortest amount of time are eligible to win awesome monthly prizes and get their name printed in *GamePro*!

This month:

Miss Spell In Escape from Witch Mountain High



Last Month's Winners

Grand Prize

Dina Jencah, Chicago, IL-1 min. 25 sec.

Runners-Up

Nick Clark, Albuquerque, NM-3 min. 35 sec.

Daryl Hall, Key Largo, FL-5 min. 8 sec.

Derrin Beck, Chicago, IL-8 min. 7 sec.

Parker Sweet, Cyrus, TN-9 min. 27 sec.

A New Adventure with a Different GamePro Editor Every Month!

Calls cost \$1.29 a minute and average six minutes in length. Available to touchtone and rotary phones.

Be sure to get your parents' permission to call Team GamePro Adventures if you are under 18 years of age.

Message subject to change without notice. A service of IDG Games Media Group, San Francisco, CA.

Entries without complete name, address, and phone number will be disqualified.

In Canada:
1-900-451-5552

Only \$1.49 CAN per minute

Rush for your copy of

RUSH 2

Extreme Racing USA



K
mart

GAMEPRO
THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

MIDWAY

PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment, Inc. Nintendo, Nintendo 64, and the "N" logo are trademarks of Nintendo of America, Inc.

**Then enter the Rush 2 sweepstakes for
your chance to win awesome prizes
from MIDWAY and GamePro magazine!**

Grand Prize (1):

San Francisco Rush Arcade Machine!

First Prize (10):

PSX or N64 version of Rush 2!

Second Prize (20):

1 Year Subscriptions to GamePro and
a GamePro T-shirt!

**Details ONLY at
your local KMart!**



**OFFICIAL RULES and
REGULATIONS TO ENTER**

NO PURCHASE NECESSARY. Complete the official entry

book found only on the displays at participating retailers and mail it to: Midway/KMart Sweepstakes, P.O. Box 110700, San Francisco CA 94119-0700. Or via e-mail to: kmgames@midway.com

with your name, address, phone number and age and mail it to the above address for each entry. One entry per person. Non-transferable/redeemable for cash value. All entries must be received by February 15, 1999. GamePro Magazine and KGM Games Media Group and Midway Home Entertainment, Inc., and their respective advertising agencies, and their affiliates, successors or assigns, and with incoming postage, Sponsored by Midway Home Entertainment, 800 North Main Street, Carrollton, TX 75110 and GamePro Magazine, 501 Second Street, San Francisco, CA 94107. Void where prohibited. **AWARDING OF PRIZES:** The following prizes (with corresponding estimated retail values) are guaranteed to be awarded: Grand Prize (1), "SF Rush" Arcade Machine (\$79,490.00), First Prize (10), PSX or N64 versions of Rush 2 (ERH \$90 each), Second Prize (20), 1 year subscription to GamePro Magazine and GamePro T-shirt (ERH \$16.95 each). Contest begins on November 15, 1998. The winner will be determined on April 1, 1999, notification will be made by telephone and/or letter to the winner or his/her next of kin or to Midway/KMart Sweepstakes, P.O. Box 110700, San Francisco CA 94119-0700. All winners must evaluate and affix a affidavit of eligibility and liability publicity statement within 30 days of notification. In the event of nonresponse within this time period the grand prize will be forfeited and another winner will be selected. Insofar as prohibited, winners' entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of Midway Home Entertainment, Inc. and GamePro Magazine without further compensation. Winner is responsible for any and all federal, state, and local taxes on prizes if necessary. Per a list of winners sent a self-addressed, stamped envelope to Midway's, 2000 1st Street, San Francisco, CA 94107. A copy of the list of prizes will appear in a future issue of GamePro Magazine. GamePro Magazine is open to residents of the United States except for Florida, Ireland, Britain, and GamePro Media Group and Midway Home Entertainment, Inc. and all its respective affiliates. Their respective advertising agencies and their immediate families are not eligible to enter. **LIMITATIONS:** This promotion is operated by GamePro Media Group and Midway Home Entertainment, Inc., which is solely responsible for its conduct, completion and awarding of prizes. All decisions of GamePro Media Group and Midway Home Entertainment, Inc. on all matters relating to this promotion are final. GamePro Media Group and Midway Home Entertainment, Inc. and participating sponsors issue no liability resulting from the use of the prizes. Void where prohibited by law. **PRICE RESTRICTIONS:** One prize per person. Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. All prizes will be awarded by April 15, 1999. **UNCLAIMED PRIZES:** If an individual winner does not claim their prize by April 30, 1999, the prize will be forfeited back to the perspective supplier. Prizes can not be claimed after the inapplicability has been completed.

VIDEO GAME SURVIVOR'S GUIDE

The MAME Attraction

By reviving obsolete solo-ops as PC programs, the MAME emulator walks the line between game history and game piracy.



By Dan Elektra

If you're a frequent Web surfer, you may have heard fellow Netizens speak in hushed tones of "emulators"—computer programs written to think they're old game systems. It started as a hobby for programmers who wanted to see if they could make one machine think and act like another, and it didn't take long before the machines involved were old quarter-munchers. One of the more popular emulators in the last two years is MAME—the Multiple Arcade Machine Emulator. Since its debut in January 1997, over 600 classic and not-so-classic coin-operated arcade games, from Asteroids to Zoo Keeper, have been successfully translated into small read-only memory files (ROMs) and uploaded to the Internet. A thriving online community of hobbyists, historians, and hackers has kept the project moving, preserving some of gaming's most important achievements for a whole new generation to experience.

There's only one problem: It's really, really illegal.

Erased From Existence

According to its creators, MAME was made "for educational purposes and to preserve many historical games from the oblivion they would sink into when the hardware they run on stops working." The first arcade game, Pong, celebrated its 25th anniversary this year; many other games from the late '70s and early '80s have slowly disappeared from arcades as their innards shorted out. When the machine breaks, the game dies, and fans of the classics insist that can't be allowed to happen. Software emulation of the old hardware is the easiest way to keep the games alive.

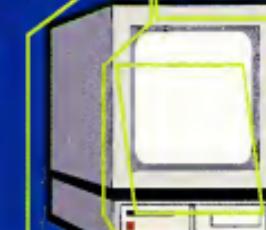
Obviously, an emulator like MAME is useless if you can't run the old games on it. And here's where the legal part comes in: Unless you happen to have a full-size, coin-operated Pac-Man arcade unit in your basement, it's against the law to play Pac-Man on MAME. MAME's



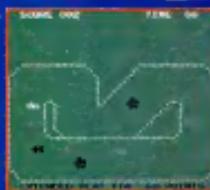
Bikes of Iron
(Bally/Midway, 1983)



Time Pilot (Konami, 1982)



Mr. Do's Castle
(Universal, 1983)



Sprint 1 (Atari/Atari, 1979)



Track & Field (Konami, 1983)

Inventors make it clear that ROMs of the arcade games must be provided by the user; they don't say how to get them. However, folks who actually do have a Pac-Man machine in their basement—along with hundreds of other coin-op collectors—have been generous enough to upload their personal ROMs to the Internet. And, as any Web surfer knows, that kind of data travels fast.

Copyright law permits you to make one backup copy of any software you own, including games, in case something happens to the original—a scratched CD, a hard-disk crash, your Pac-Man machine blowing up, whatever. Nevertheless, if you don't own an original, you're not allowed to have a backup. That's officially software piracy.

A Legal Matter

On the other hand, MAME's makers have noble goals. For one, MAME is free; nobody's making money from the project. Plus, there are no current home versions of old coin-ops like *Berzerk* or *Zoo Keeper*—and those

*Star Wars* (Atari, 1983)

games reflect an intensely inventive era of game development, the likes of which will never be seen again. Because the old machines are nearly impossible to find, and some of the companies—including Stern (*Berzerk*) and Taito (*Zoo Keeper*)—don't even exist anymore, who's MAME going to hunt?

*Zoo Keeper* (Taito, 1982)

don't run out simply because nobody is around to enforce them; and due to the fact that all video games are less than 75 years old, it's going to be another five decades before any of them enter the free public domain. Furthermore, the IDSA says that while the law

says it's legal to own a backup copy of a game, the law doesn't authorize you to post that backup to a Web site. Reproducing and distributing copyrighted material—including offering ROMs on a Web site or forwarding them as e-mail attachments—is a federal violation, punishable by five years in prison and a \$250,000 fine. That's a lot of quarters.

Randy: MAME, Fire!

Both camps offer good ethical arguments, so most discussions of MAME pose more questions than they answer. If distributing arcade ROMs is illegal, why are so many people doing it successfully? Now

that it's been established, won't underground ROM trading always exist? Doesn't MAME bring new attention to old games, giving credit where credit's due? Is the government really going to come to your house and bust you for playing *Time Pilot* on your PC? Don't the ROM distributors have respect for the law—or at least a fear of jail? Why doesn't The Man stop hassling hobbyists and worry about something a little more important than obsolete arcade games? Can the companies really be blamed for wanting to protect what's rightfully theirs? Which is more important, learning or the law? Can anybody think of a better way to preserve gaming's vital past?

The gaming community may never find the answers to these questions, and even if it does, someone's not going to be happy. Until a balance between history and piracy can be found, expect MAME's supporters to fight for their right to keep the classics alive, while the project's detractors stay focused on two words: Game Over. ■

*Berzerk* (Stern, 1980)

Thanks to Mark Lewley, Professor of Law at the University of Texas, and Kevin "Fragmaster" Bowen for their assistance with this story.

Emulator Dos & Don'ts

Since the whole topic of emulators can get pretty confusing pretty fast, here's a handy chart about what you can and can't do when it comes to the letter of the law.

- LEGAL
 - Making a backup copy of your purchased software
 - Owning a backup copy of your purchased software
 - Selling an old game and its ROM backup together
 - Writing an emulator program (without using the original BIOS software)
 - Owning or using an emulator program
 - Sending a freeware or shareware emulator to a friend

ILLEGAL

- Illegal
 - Giving your personal backup copy to a friend
 - Using the original and backup copies simultaneously
 - Setting up a backup ROM independently
 - Owning game ROMs for which you don't own the original
 - Technically, using a backup ROM that you yourself didn't create
 - Sending ROMs to friends

The Jaguar Lives!

By Dan Elektra

Touted as the world's first 64-bit video game system, Atari's jaguar was also the world's first next-generation console casualty, ahead of the CD-i and 3DO. But even though Atari no longer exists, independent companies continue to make Jaguar games for a loyal and vocal fan base—in other words, forget about the fat lady. If you're a Jaguar owner who thought your fun was over almost before it began, Texas-based Telegames is determined to prove that the cat still has claws.



Telegames

Telegames supports many expansion consoles, including the N64, ColecoVision, Turbo-Grafx 16, and Atari Lynx (among many others). To find out more, or to place an order, contact the company directly:

Telegames, Inc.
P.O. Box 901
Lancaster, Texas 75146
972/244-7200
<http://www.telegames.com>

IRON SOLDIER 2

The original Iron Soldier was widely regarded as one of the best Jaguar carts ever produced. The CD-ROM sequel lives up to the legend, easily offering the best Jaguar game experience since Tempest 2000.

The Iron Fist Corporation from the first game has been defeated, but now its rival corporation, PENTA, wants to take over its old territory. Naturally, you have to stop them, using the kind of extreme force that only a 42-foot-tall, heavily armed mechanoid can provide. Players choose their weaponry before each mission, then lumber through city streets, lobbing grenades and picking off the pesky tanks, helicopters, and other Iron Soldiers that try to stop you from completing your 20 missions.

Iron Soldier 2's nicely animated texture-mapped polygon objects will probably give Jaguar critics a surprise, while a driving, menacing soundtrack—mastered for Surround Sound, no less—propels gamers



PROTIP: On any seek-and-destroy mission, the first objective should be to take out any perimeter cannons around your target.



PROTIP: The assault rifle fires three-shot bursts. To use it effectively, avoid mashing on the Fire button continuously.

through the carnage. The controls aren't that hard to use, considering you're in a giant robot laden with multiple weapons, and players can rotate the mech's upper torso while its legs keep on truckin' forward.

If this high-quality game had been released during Atari's life span, the Jaguar might have survived a little longer. Iron Soldier 2 is a must-have for fans of the original cart—and an instantly playable, high-energy game for all action fans. □



PROTIP: Save your ammo when dealing with tanks. Just crush them underfoot.



PROTIP: Instead of blowing them up with precious weaponry, use your Manipulator (that is, your hand) to knock down buildings and reveal power-ups whenever possible.

Iron Soldier 2 by Telegames			
Graphics	Sound	Control	Fun Factor
5/5	4/5	4/5	5/5
CD	Adjustable	Joystick	Excellent
Available now	Replay value: Medium	2-player	80% (using best info)
7 player edition	Alternating, Shift-hold for All Ages	20 missions	

play games?



buy them at
GameDealer.com



FREE!

I play games
T-Shirt with every
order over \$50.**

1-800-610-2614

VIP CODE: OPRI

WWW.GAMEDEALER.COM



GREAT PRICES ON THESE TITLES & MORE



GLOVER



STAR WARS



NIGHTMARE CREATURES



TAI-FU

PLAYSTATION

NINTENDO

SEGA

WINDOWS

MACINTOSH

**Lots of Information
Prompt Delivery
\$4.00 Shipping***

Fax 1-212-387-8021 International 1-212-358-9100 251 Park Ave South New York, NY 10010

\$4.00 rate US Priority Mail, US orders only. Additional shipping methods are available.

* All orders placed before November 25, 1998.
© 1998 ActiveWorld, Inc. All rights reserved. The Game Dealer logo, The Internet's Game Superstore and I Play Games are trademarks or registered trademarks of ActiveWorld, Inc. in the US and other countries. All other trademarks belong to their respective owners.



zero 5

In *Zero 5*, players take command of a one-man polygonal starfighter and the gunnery of a capital ship, and execute *Star Wars*-style trench runs.

In the fighter sequences, the camera stays trained on your ship in the middle of the screen, even as it rotates 360 degrees. Sometimes you'll be firing at enemies between you and your view of the ship, which makes precise aiming a challenge or a pain,



PROTIP: When your power-up icons are green, they're full. Switch to another icon to begin boosting your other attributes.



BREAKOUT 2000

The revamp of Atari's brick-bashing classic offers enough innovations to make completists of the Jaguar "2000" game series happy. The arena now wraps around the back of the screen; many playfields feature bricks stacked in three dimensions, two players can battle head-to-head, and Arkanoid's power-up concept has been borrowed.

The graphics are bright and the control is adequate, but it's hard



PROTIP: Use the L and R triggers on the Jaguar ProController to give your paddle a speed boost.



Towers II

Like many RPGs, the setup for *Towers II* seems pretty standard: In the land of Umlini, the once-respected astronomer, Lord Daggan, has gone mad and sequestered himself in his tower. Now you're asked to stop Daggan and to keep whatever booty you can collect from his lair.

The Doom-style first-person view was popular for RPGs a few years ago in games like *Eye of the Beholder*, but it feels seriously dated and limited here; the low-res, big-brick graphics don't help it shine, either. Plus, the generically



PROTIP: To avoid getting lost, follow the left or right wall in any room all the way around.



PROTIP: Use your lasers to destroy incoming enemy fire—against the *Sithar* defense drones, you'll need to.

depending on your attitude. *Zero 5* is a dexterity test of the highest order, though some players will no doubt find it merely frustrating.

Nevertheless, the very fast polygon graphics, crisp speech, and a driving (if repetitive) techno soundtrack make this one worthwhile for shooter fanatics. ■



Zero 5 by Telengeus

Graphics	Sound	Control	Fun Factor
9.0	9.0	9.0	9.0
Cartidge	CD-ROM	Joystick, Mouse	Replay value: Medium
Available now	Not yet	1 player	ESRB rating: Not rated
Space shooter	Not yet	15 missions	Age limit: Suitable for all ages

to distinguish between power-ups before you catch them. Don't expect much sonically: The repetitive, simple synth tunes will drive you nuts unless you turn them off, and the sound effects fail to thrill.

The original *Breakout* (included on this card) was great in its day, and *Breakout 2000* is good now for two players, offering low-key, broad-appeal fun. ■



PROTIP: In two-player games, break your opponent's bricks for twice the regular point value.

Breakout 2000 by Telengeus			
Graphics	Sound	Control	Fun Factor
9.0	9.0	9.0	9.0
Cartidge	CD-ROM	Joystick, Mouse	Replay value: Medium
Available now	Not yet	2 players	ESRB rating: Not rated
Adam	Not yet	80 levels	Age limit: Suitable for all ages

PROTIP: The mouse-bound wizard is the best character for RPG newbies to play.

brooding soundtrack neither intrudes nor inspires the game.

On the plus side, the quest is admirably long, movement scrolls smoothly, and the auto-map is helpful. If you're a hardcore RPGer who simply must tackle every quest ever made, then *Towers*

II might be worth your attention. Otherwise, there's better RPG software to be had out there. ■



Towers II by Playsoft By Telengeus

Graphics	Sound	Control	Fun Factor
9.0	9.0	9.0	9.0
Cartidge	CD-ROM	Joystick, Mouse	Replay value: High
Available now	Not yet	1 player	ESRB rating: Not rated
RPG	Not yet	20 levels	Age limit: Suitable for all ages

Respected coach and video gameologist Tom "The Thumb" Blake says that video game stars study the stars to gain an edge. That's why he recommends getting to know



VIDEO GAME ASTROLOGY

Study the night sky. Astrology is based on the heavens. When the third moon of Neptune is in the seventh house and Venus is rising, grab a game controller. Victory is just a short lunar orbit away.



If your horoscope says you are going to have a bad day and a fortune cookie says this is your lucky day, what should you do? There are no easy answers when two respected scientific fields collide, but generally, if this happens, consult your tarot cards.



TOMB RAIDER III ADVENTURES OF LARA CROFT

Available November 15. Actual availability date may vary.

Get into the game.

Couch Blake also says that all the best games are under the sign of Target. They have a huge selection of all the latest and greatest games at great prices like *Tomb Raider III* for just

\$49.99



GEMINI



SAGITTARIUS



CANCER

Your astrological sign says a lot about the type of video game player you are and more importantly the kind of player your opponent is. For example, Geminis tend to be good at two-player games. People born under the sign of Sagittarius tend to be good at shoot em up games. Cancers tend to be crabby.

YOUR BIRTHDAY TODAY?

Follow your intuition as you travel to outer space. Turn your left thumb while it's over your right hand to reveal your star sign. It's a sure way to make sure you're in the right place. Your game will contain an unpredictable element that will stimulate your artistic side. Live it up around the console.

TARGET
EXPECT MORE PAY LESS



Haviest weapons are being unearthened for
use in a brutal war without meaning or end



*Stand tall +
shake the Heavens.*

Xenogears™



A young man's troubled memories hold the secret to releasing an unimaginable power



Stunning anime and giant fighting robots - a futuristic RPG like nothing you've seen



Only on PlayStation® - Only from
SQUARESOFT

www.squaresoft.com

Published by Square Electronic Arts, Inc.



©1998 Square Inc. All Rights Reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. SquareSoft is a registered trademark of Square Inc. All rights reserved. SquareSoft is a registered trademark of Square Inc. All rights reserved. This game is rated T for Teen by the Entertainment Software Rating Board.



The Only NBA Game on N64 with Hi-Rez® Graphics
Over 300 smooth skin polygonal players and all 29 NBA courts

Realistic 5-on-5 Action

Authentic team play styles like the Bulls Triangle Offense and the Celtics Press



The Only Game on N64 with a 5-on-5 Jam Mode

Outrageous dunks and turbo mode



600 Motion Captured Moves

From New Jersey Nets rookie sensation Keith Van Horn



The Only NBA Game on N64 with Two Man Commentary

Bill Walton and Kevin Harlan bring you the courtside action

Total Team Management™

Create a player, team and customize the play style



NBA JAM 99

sweat the details



visit the NBA at: www.nba.com

The NBA and related NBA 99 Team Logos and related artwork or trademarks, copyrighted designs and other intellectual property rights are the exclusive property of the NBA Properties, Inc. All rights reserved. Game Park is a trademark of the Game Park Corporation, a division of Activision Inc. © 1998 Game Park. All rights reserved. Game Park is a registered trademark of Game Park Corporation. The NBA is a trademark of the NBA Properties, Inc. All rights reserved.

ACCLAIMTM
SPORTS
www.acclaimsports.com



Keith Van Horn
1997-98 Rookie Sensation

SPORTS PAGES

Live Takes Kobe Bryant to School



NBA Live '99

By Johann Ballgame

Nintendo 64 Slammy-shaking downcourt with more game than Spike Lee, NBA Live '99 throws down the thunder as the fastest, smoothest-playing game of hoops so far for the Nintendo 64. Although it doesn't have as many animations or player controls as Live '99 for the PlayStation, Live's above-the-rim gameplay kicks Kobe courtside on its way to the title.



PROTIP: Always keep a scoring threat on your second unit, or you'll get roasted when you're forced to sub.

with a fun new Arcade mode where players jump twice their normal height, superstars get punked to the floor, and Looney Tunes-inspired sound effects pace the action.

Controlling your players can get tricky at times, though, especially when you're using the analog stick. What's cool about the stick is that you can adjust your player's speed in stride. Making a sharp cut to the hoop, however, is out of the question because your players seem to float all over the court. The directional pad, in contrast, does offer tighter control, but you can't vary your speed to burst by defenders while dribbling like you can with the analog stick.

On the court, players bust show-time moves like alley-oops and killer crossovers that'll shake wannabe ballers. Live also includes funn passing, the ability to select your dunk in midair, fadeaway shots, leapers, and monster tip-slams. Unfortunately, Live '99 for the N64 lacks some control features that are in the PlayStation version, such as shoulder fakes and jab steps.



Can I Get A Witness?

B-ballers searching for frantic up-and-down-the-court action won't be disappointed as NBA Live '99 slams home more features than Shawn Kemp has children. The game sports Exhibition, Season, Playoff, and Three Point Shootout modes, along



Players have some serious hops in Arcade mode.

Webb of Comparison

Even though it's missing the new facial expressions and some of the player animations found in the PlayStation version, Live is the sharpest-looking basketball game for the N64. From the authentic courts to the slick-looking players, Live's visuals score big time.

As for sound, an extremely limited announcer and repetitive crowd chants make for lackluster audio, but at least the funky music will keep you grooving as you navigate through the options screens.

Beating the Basketball Blues

NBA Live '99 out-shoots Kobe Bryant's NBA Courtside in every important category—graphics, features, and fun. And NBA Jam '99, though not yet finished, will need some serious practice time if it hopes to compete with EA's bomb new game. Who needs an NBA season when you can just play the games yourself? ■



PROTIP: When dribbling upcourt, whip the rock to the shooting guard who's running on your wing for a quick three.



PROTIP: Pass the ball into your corner for posting up, then use turbo to blast your wing inside for a super shot.



PROTIP: When playing five-minute quarters, replace your lineups every three minutes to keep your squad fresh. That way, your starters will be rested for the fourth quarter.

NBA Live '99 by EA Sports			
Regular	Speed	Second	Penalty
4.5	3.5	4.5	4.5
Solo	Available	Available	Challenge Adjustable
Assistants	4 players	8 players	8 players
		High	Very High
		SBAB rating	SBAB rating

NHL '99 Rules the PlayStation Rink


NHL '99

By Ari Hendrix

PlayStation The perennial hockey favorite returns to the rink for what is without a doubt its finest year on the PlayStation. While the game speed is a trifle sluggish, NHL '99 licks its way up and down the ice with awesome gameplay, features, controls, and more.

Hat Trick

NHL '99 wins the draw with the best roster of features in PlayStation hockey. Highlights include Tournament and Beginner modes, coaching drills, and the creation of custom teams, along with killer setups for editing lines, on-the-fly strategy, and creating players. Of course, standard elements such as fighting, trades, season action, pro and international players, and others round out the lineup.

But the real trophy winner is the stellar gameplay. NHL strikes a sweet balance between realism and fun, allowing you to occasionally be a puck hog and slake for glory while still delivering realistic, tough-as-nails hockey. Well-staggered difficulty levels mean the game should please rookies and pros, while the riveting action and cool features mean you'll be playing this game for months.

Smooth-as-butter controls keep you in the thick of things with impressively intuitive passing, responsive skating, and a complete lineup of moves. Everything feels natural and comfortable...as long as you

turn off the wacky shot meter, which interferes with snap shots by displaying a little meter that powers up each shot



PROTIP: Use give-and-go passes to break out fast and open up the defense (hold X instead of tapping it when you pass).



PROTIP: For the best chance of scoring with one-timers, pass from a wing deep in the corner of the boards to the center parked right in front of the crease.

NHL suffers from two significant flaws, however, the most important of which is game speed. Without a doubt, the game's fast enough for a fine round of hockey, but the pace and frame rate should be a lot more fluid and clean—like Face Off '99's silky action. Second, for some incredibly economic reason, EA left time-outs out of the game. Many casual gamers won't even notice, but if you're into changing your lines yourself, that late-in-the-third-period time-out to rest your top line can be a game winner.

Biscuit in the Basket

When it comes to looks, NHL gets bested by Face Off, which has better animations and snazzier arenas. Still, NHL's graphics look plenty sharp with realistic polygonal players, solid player movements, and eye-catching arena fly-ins.

On the sound side, NHL rocks. Cool tunes, along with topnotch on-ice and crowd sounds, perfectly support the sleek commentary by NHL announcers Jim Hughson and Daryl Reaugh.

MVP Winner

While Face Off's going to attract a following, NHL '99 is the first choice for hockey pros. It's hands-down the best PlayStation hockey game of the year and a must-buy for any sports game. ■



PROTIP: On free-sols in your opponent's end, you can occasionally score by winning the face-off, passing to the teammate parked in front of the goalie, and one-timing the puck into the far corner of the net.



Dominic Kasperakis of the Penguins parks Ulf Samuelsson of the Rangers?



PROTIP: If you're on a breakaway, deke like mad and watch the goalie. As soon as he commits, fire off a shot into the opening.

NHL '99 by EA Sports			
Reception	Speed	Control	Fan Factor
4.5	5.5	5.5	5.5
Excellent	Good	Good	Good
Smooth	Smooth	Smooth	Smooth
3 players	3 players	3 players	3 players

College Hoops '99 Takes Home the NCAA Championship



Fox Sports College Hoops '99

Ms. The Bookie

Nintendo 64

After long publisher delays and a big licensing change (see "Sports Pages," January), Z-Axis and Future are finally hitting College Hoops '99 may not beat Live '99 and game speed, C1999 through fresh gameplay. Want a look from N64? [More](#)

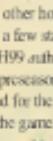


Tournament Tested

Fox Sports College Hoops '99 struts to the court with 120 Division I

team and 8 conference All-Star teams from the SEC, ACC, and Big Ten, just to name a few. Also, a number of hidden teams (like the All-'70s and All-'80s teams) become available after you've obtained special passwords. Once you've selected your favorite school, you can up-off in Exhibition, Season, Conference Tournament, NCAA Tournament, or Final Four modes.

CH99 sports some cool innovations that really help it shine above other hoop titles—but it also offers a few standard options that ballers are used to. In the plus column, CH99 authentically mimics the college schedule, including a two-game preseason tournament and the end-of-year conference tournaments. And for the first time ever, you can talk virtual smack. If you're ahead in the game, you can humiliate your opponent with the press of a button. To round out the options, CH99 features intuitive control with a first-step button. Depending on the defensive situation and how you manipulate the joystick, your first step may be a speed burst toward the basket, a cross-over dribble, or a swim move to elow your way past a tight-playing opponent.



As for the *MLA* list, you won't find extensive stat tracking (*CH99*) tracks only your top players and only in five statistical categories), you can only view the replay during a dead-ball situation (after a foul, a bucket, or when the mick goes out of bounds), and you'll surely miss the lack of a create-a-player option and icon passing. Fortunately, though, these missing features do nothing to detract from College Hoops' solid game play.



PROTIP: If your center is waving his arms when he's under the basket, throw him the ball for an allies-up.



PROTIP: Work the ball down low to your power forward, then kick it out to your guard for a three-point bomb.

Jumpin' Out the Gym

CH99 offers an excellent round of competitive sim-style hoops that's easy enough for freshmen and complex enough for All-Americans. Graphically, this can really shines, offering superbly detailed hi-res player models. You'll notice excellent player animations, including wicked crossovers, high-flying two-handed jams, and spectacular alley-oops. And while there is some minor slowdown when you're grabbing a tough rebound in traffic, it doesn't affect the overall flow of the game.

The game's control and sound are also top-notch. To make up for the lack of icon passing, CH99 gives you two passing options—you can pass to the man closest to you or pass to the man in the direction you're running. The only downfall is that if you run a play in a congested area, you may find yourself playing catch rather than advancing the ball toward the hoop. You can also call eight offensive and four defensive plays on-the-fly. And to go along with the smart talk, CH99 features interactive crowd noises and solid in-game boom effects.

Final Four, Baby!

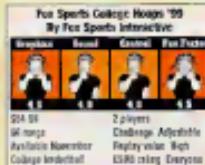
Fox Sports College Hoops '99 stacks up well against Live '99 by offering a different license, different gameplay, and an extremely competitive A.I. opponent. If you have the cash or if you're a college hoops diehard, grab a copy of both. This game's for real! 



PROTIP: Make sure you have a clear lane when driving to the hoop, or you'll get called for a charge almost every time.

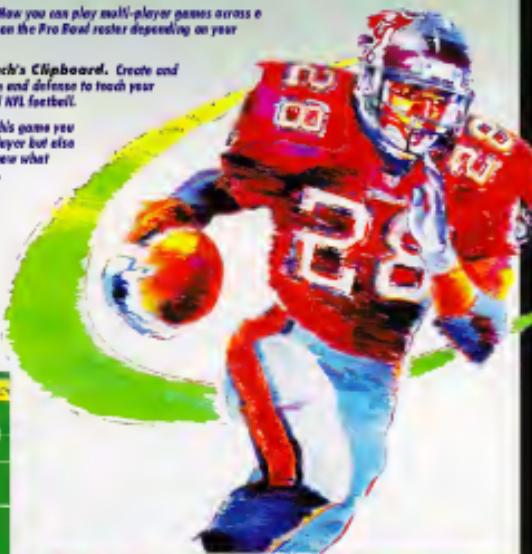


PRO TIP: Use a fake first step to get your opponent leaning one way, then blast past 'em to the hoop.

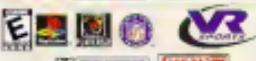


Hey, there are plenty of games for people who watch football for the cheerleaders and half-time shows. For the true fan, there's VR Football.

- **New 3D Polygonal Players.** New 3D 360° variable polygon technology yields a smooth frame rate with amazing player detail, body contact, and realistic motion of all heads and all angles.
- **True-to-life Movement.** New motion capture technology allows us to recreate the fluid movements of real football players including such moves as jukes, spins, stiff arms, diving one-handed catches, etc.
- **Officially Licensed!** All 32 NFL teams, stadiums, and over 800 NFL players such as Warren Sapp, Troy Aikman, Junior Seau, Terrell Davis, Deion Sanders, Tim Brown, Barry Sanders, Jerome Bettis and many, many more. We also include the all-time great Super Bowl teams from the past four decades.
- **New Season Features.** Now you can play multi-player passes across a whole season and earn a spot on the Pro Bowl roster depending on your season performance.
- **New and Improved Coach's Clipboard.** Create and edit your plays on both offense and defense to teach your friends the ins and outs of real NFL football.
- **Ultra-Smart AI.** To beat this game you have to not only be a better player but also a better coach. You have to know what play to call and when to call it.
- **Get In The Game!** Hear the trash-talking on the line, the cheering of the crowd, the boisterous stadium atmosphere, helmets clashing, and the crack of jaws breaking all in Dolby surround sound.



www.VRSports.com



VR FOOTBALL™ ©1998 Interplay Productions. All Rights Reserved. The NFL shield design is a registered trademark of the National Football League. Team names, logos and other indicia are trademarks of the teams indicated. TM/©1998 NFLP. Officially licensed product of the NFL Players. ©1998 PLAYERS INC. The PLAYERS INC logo is an official trademark of the National Football League. Players: VR Football™ and VR Sports logo, are trademarks of Interplay Productions. All rights reserved. Statistics provided by STATS, Inc. © 1998. All rights reserved. Dolby the Dolby Surround Logo and the double-D symbol are trademarks of Dolby Laboratories Licensing Corporation. All rights reserved. All other copyrights and trademarks are property of their respective owners.

VR FOOTBALL™ 99



Meet Eric Lindros, Cyber Athlet[®] and one-on-one power play. Think you can handle him? Think again. Can he only impress one brand of hockey. Extra-strength. With explosive big men delivering punch-breaking hits. Feeding the one-timer. Or just burying it top shelf. Better keep your head up. And pray there's no IC.

NHL 99



©1998 EA Sports.
EA Sports and the EA Sports logo are registered trademarks of Electronic Arts Inc. All rights reserved.
EA Sports is a trademark of Electronic Arts Inc. All rights reserved.
Pittsburgh Penguins is a trademark of the Pittsburgh Penguins. All rights reserved.
NHRA is a trademark of the National Hot Rod Association. All rights reserved.

EA Sports
Electronic Arts Inc.
1000 Fairway Drive
Redwood City, CA 94063
www.easports.com

EA Sports
Electronic Arts Inc.
1000 Fairway Drive
Redwood City, CA 94063
www.easports.com

EA Sports
Electronic Arts Inc.
1000 Fairway Drive
Redwood City, CA 94063
www.easports.com

EA Sports
Electronic Arts Inc.
1000 Fairway Drive
Redwood City, CA 94063
www.easports.com

EA Sports
Electronic Arts Inc.
1000 Fairway Drive
Redwood City, CA 94063
www.easports.com

EA Sports
Electronic Arts Inc.
1000 Fairway Drive
Redwood City, CA 94063
www.easports.com

EA Sports
Electronic Arts Inc.
1000 Fairway Drive
Redwood City, CA 94063
www.easports.com

**WREAK ENOUGH HAVOC
AND EVENTUALLY
EVEN GOALIES
GET OUT OF YOUR WAY.**

CYBER LINDROS



NHL Face Off '99 Starts on the 2nd Line

NHL Face Off '99

By Al Borden

PlayStation

NHL Face Off '99 is skating strong again after a disappointing season last year... but not strong enough to catch the front-running NHL '99. Face Off's awesome graphics and speed, along with its decent action, will develop a loyal following, but it has too many flaws to rank as the PlayStation's starring hockey game.



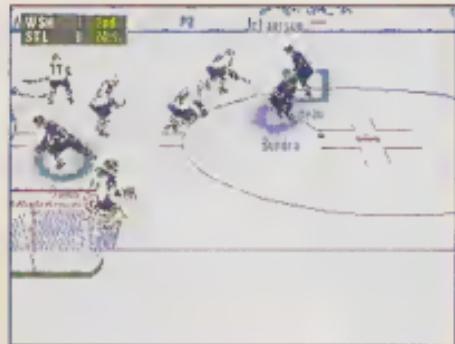
PROTIP: When skating backward, take your opponent out of the play by building up speed and sideswiping them with a big check that'll send 'em flying.

Once you get used to that, however, Face Off's gameplay delivers a respectable day at the rink with players who play their positions intelligently and goalsies who truly come out of the crease the way they should. Strong controls provide impressively tight skating and turning, but the players often have a floaty feel, as if they're not fully attached to the ice. And while icon passing lets you deliver the puck with surgical precision, regular passing isn't as on the money as it should be.

As for features, FO99 delivers all the standards, such as pro players, season action, on-the-fly strategy, player creation, trades, and fighting. Stucked up next to NHL '99, though, Face Off falls short of the net. NHL '99 supplies coaching dials, Tournament mode, the ability to create custom teams, and much more in-depth set-ups for team strategy, editing lines, and creating players.

He Shoots... He Scores!

One of Face Off's high points is its killer graphics, which rank as the PlayStation's best this year. While the well-de-



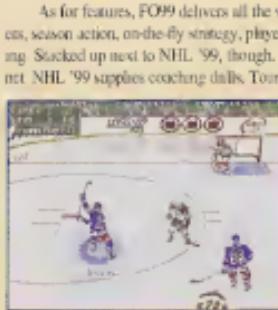
PROTIP: Use icon passing to move the puck around quickly on offense. After your teammate receives the puck, rapidly fire it back and forth by tapping his icon. As soon as you create an opening, tap his icon again before he receives the puck to crank a one-timer into the net.

tailed polygonal players are more or less on par with what NHL offers, Face Off streaks ahead with seriously slick animations and incredibly detailed arenas.

Continuing its streak, FO99 finally gets sound right. Awesome commentary by Devils' announcer Mike Emmons and ESPN's Darren Pang sweetly pace the action, and the crowd cheers and organ tunes ring through the rink. The only flaw is that the on-ice sounds (scratching skates, player grunts, etc.) are still a little silly.

Great But No Starting Position

All told, NHL '99's deeper features, tighter controls, and better overall gameplay beat out Face Off's excellent graphics and speed for the starting position. Still, Face Off '99 will draw a crowd from hockey gamers who insist on icon passing or high-octane acceleration—and from the hockey hardcore who want a solid second-string game. ■



PROTIP: You'll score a lot of goals by camping out around your opponent's net and trolling for rebounds to knock in (just pound on □).



PROTIP: When killing penalties, if you collect the puck deep in your own zone, try to break out fast to create a short-handed chance at the other end of the ice.

NHL Face Off '99 by 90% Sports			
Graphics	Sound	Control	Fun Factor
3.0	4.0	4.0	3.0
Avg. available now	Available now	Available now	Available now
8 players	8 players	8 players	8 players

REVENGE IS JUST TOO SWEET!

Over 60 wrestlers, including
50 WCW and NWO superstars

Unique ring entrances for every wrestler

Smoother animations, better graphics,
faster speed, and smarter AI

Over 300 unique wrestling moves



HOLLYWOOD

SPORTS

Only For

THQ

NINTENDO 64

P
PRIMA

www.WCWwrestling.com

www.thq.com

© 1999 THQ and Disney. All rights reserved. A Total Wrestling Championship. Total Wrestling and THQ are trademarks of THQ Inc. Disney and the Disney logo are registered trademarks of The Walt Disney Company. All other trademarks and service marks are the property of their respective owners. THQ is not affiliated with Activision or America's Game. THQ is a trademark of America's Game.



NBA Tonight

By The Rookie

PlayStation

ESPN Digital Games is rocking the PlayStation with NBA Tonight. Not only does it have the flash of *SportsCenter*, but NBAT also brings a decent game to the court. However, because Live and Shoot Out are expanding the boundaries of console basketball, NBAT's star appeal won't be enough to claim the championship.

Hoop heads will find the standard play modes and features, as well as all the NBA franchises and players (except for Jordan, of course). The player models are nicely sculpted (but a little outdated looking), while the arenas are picture-perfect replicas.



The controls are easy to get used to, but could be tighter. Players often dart uncontrollably around the court. NBAT's sound is its most outstanding feature with snazzy in-game effects and color commentary by Dr. Jack Ramsay and Stuart Scott. Mojo!

NBA Tonight re-creates ESPN's flair perfectly, and it may even sway many to purchase the game. However, if you want a more complete basketball sim instead of an interactive TV show, you would do well to wait for Live or Shoot Out. ■



PROTIP: Rock the rim with authority by continually tapping the △ button on your way to the hoop.



PROTIP: Use screens to set up your sharpshooter for a three-point bomb.

NBA Tonight by ESPN Digital Games.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Price not available Available now Rating: ESRB rating: Everyone
Reviewed by: Matt K. Rating: Everyone
E for Everyone: Multiplayer



PROTIP: In the Mt. Baker Gap event, tap and release the x button at the lip of the ramp to get max air.



PROTIP: To gain time in the Mid-night Express event, take the third railslide on the right side of the mountain.

X Games Pro Boarder
By ESPN Digital Games

PlayStation

X Games enters the PlayStation snowboarding fray to carve a piece out of Cool Boarders' mountain. But X Games Pro Boarder doesn't have the kick to knock CB off the slopes.

Pro Boarder's appeal comes from its re-creation of ESPN2's winter events, featuring eight real-life boarders (each with four customized rides) who compete in nine events (four of which must be unlocked). Unlike Cool Boarders 3, however, Pro

Boarder's events leave much to be desired; XGPB's bland, repetitive landscapes kill a good deal of the fun, and the more difficult tricks require monotonous fighting-style directional taps. The graphics are a bit smoother than CB3's, but without quality gameplay, they're wasted. The soundtrack is the best thing about Pro Boarder with tunes from groups such as the Foo Fighters and Rancid.

If you want to experience the X Games, watch TV; if you want quaffly snowboarding action, pick up Cool Boarders 3. ■



PROTIP: Your big hitters should take at least one power swing.



PROTIP: Work the outside of the plate with fastballs, then come in with a slider to sit 'em down.



PROTIP: Rock the rim with authority by continually tapping the △ button on your way to the hoop.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Price not available Available now Rating: ESRB rating: Everyone
Reviewed by: Matt K. Rating: Everyone
E for Everyone: Multiplayer



PROTIP: Rock the rim with authority by continually tapping the △ button on your way to the hoop.

PROTIP: Use screens to set up your sharpshooter for a three-point bomb.

HardBall '99 by Acclaim

PlayStation

Even though Triple Play and MLB have pretty much wrapped up this year's pennant races, Acclaim is trying to make an end-of-season surge with HardBall '99. It's a bit late to be attempting such a run. However, if you like your baseball toned down and without all the window dressings, HB99 could be your game.

HardBall hits the field with arcade-style gameplay and the standard features, teams (including one made up of all-time greats such as Babe Ruth and Jackie Robinson), players, and stadiums. Graphically, HB99 sports clean polygonal player models—but little else. The game's controls are user-friendly, enabling you to be an instant contender the moment you fire up the disc. HardBall's in-game effects do the trick with a workmanlike announcer and sold crowd charts.

HB99 makes a fine weekend rental. But if you like your baseball hardcore and with all the trimmings, grab a copy of Triple Play or MLB. ■

**PLAYING
THE KABOOM BOX
AT EXTREME
SOUND LEVELS
WILL DEFINITELY
MESS WITH THE RIGHT PEOPLE**

55 WATTS

REMOTE

DUAL SUBS

STRAP IT ON



JVC

1700 Valley Road
Wayne, NJ 07470
www.jvc.com



NBA Live '99

PlayStation

By: The Rookie

In Your Face, Fool!



Even though the start of the NBA season is still in doubt, gamers can look forward to creating some on-court magic of their own as NBA Live '99 laces up the Chucks for more in-your-face action.

Adding spice to an already outstanding title, EA Sports is focusing on upping the graphical ante by including beefed-up (and we mean "beefed") player models that sport outstanding detail. Plus, for additional flair, players will now react to in-game situations with animated facial expressions: You'll notice players showing elation after big-time dunks or frowning after making a bone-headed mistake. Another cool innovation for those with access to the Internet is the ability to use InterAct's DexDrive (see "The Cutting Edge," October) to download updated rosters from EA's homepage onto a memory card so that when the season finally does start, you'll be instantly up-to-date.

As for features, Live includes all the standards, plus new on-court sounds, such as player chatter or coach alerts when the clock is winding down. It also promises an enhanced Arcade mode with Jam-style dunks, the ability to play up to 10 seasons as any team with players' attributes changing throughout their careers, direct dunking (like in last year's Shoot Out), and, finally, a Practice mode.



The preview version we played featured the same tried-and-true gameplay that Live hoopers are used to—including, unfortunately, the floating effect as players run around. The game's A.I.—which has been the downfall of previous Lives—has yet to be finalized, so it's difficult



NBA Live '99 is ready to start the season (even if the pros aren't) with one of the most spectacular-looking basketball games on the PlayStation.



Will the A.I. Jump?



to say right now if this major shortcoming has been improved. However, if EA does a little tinkering between now and NBA Live's release, gamers will be too busy throwin' down the virtual rock to notice there's a lockout.



Developed and published
by EA Sports
Available now

70% COMPLETE





CATCH

\$5 off

at SEARS

\$5 off



**SEARS
FUNTRONICS**

**NCAA GAME
BREAKER
99**



R 5772780335 \$1.000

Good for \$5 off the purchase of NCAA Gamebreaker '99 at Sears Funtronics Dept. regular purchase price. Valid 02/28/98 - 10/31/98 only. Order not good on telephone purchases, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 10¢.

\$5 off

**NCAA GAME
BREAKER
99**

PlayStation



**98.9
SPORTS**

PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The "Officially Licensed College Football" logo is a trademark property of The Collegiate Licensing Company. The "Officially Licensed Products" logo is a trademark property of the Collegiate Licensing Group. All events, logos, team names and nicknames associated with the NCAA, universities, bowls and conferences on the checklist except by the individual institutions. Developed by 99 Sports and Red Zone Interactive, Inc. Gamebreaker '99 Sports and the 99 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 1998 Sony Computer Entertainment America Inc.





NFL Quarterback Club '99

Nintendo 64

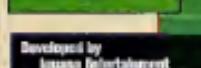
By Johnny Balogosse



NFL Quarterback Club '99 impresses the N64 with the most gorgeous gridiron graphics of any football game this season. But will it have the championship gameplay to match?

In the Huddle

Quarterback Club is high-stepping toward play dirt with all the features of an NFL powerhouse. The game sports the entire lineup of NFL players, stadiums, and teams (including the expansion Cleveland Browns), along with six NFL Europe squads. Quarterback Club also includes 30 team-specific playbooks, plus injuries, season awards, and historic simulations. You can play in Exhibition, Practice, Season, Playoff, Tournament, or Pro Bowl modes, and the all-new analog-passing system promises to provide gamers with more accurate throwing control than last year's game.



Graphically, Quarterback Club is poised to rock gamers with unbelievable player animations, including tacklers getting dragged into the end zone and player-specific celebrations like Terrell Davis's salute and Menon Hawks's chicken dance. Players run, jump, and dive downfield at a much smoother, more lifelike pace than last season, and the game also includes new two-mast commentary from ESPN's Mike Patrick and CBS's Randy Cross.

But enough with the glitz and gloss—will QB Club have the gameplay to satisfy hardcore football fans? Iguana guarantees it will, but judging by the rev we played, it's still too early to tell. Sometimes the game played great, with all the players blocking and tackling just like their real-life counterparts. Unfortunately, though, the game sometimes left us scratching our helmets as players ran and dove all out of position. Hopefully, Iguana will continue to tweak the A.I. before the game's release. Quarterback Club definitely has the potential to challenge Madden's current gridiron supremacy, but it still needs a lot of work before its season begins sometime this fall.

Developed by
Iguana Entertainment
Published by Acclaim Sports
Available Fall '98

80% COMPLETE



Formula 1 '98

PlayStation

The PlayStation's leading hardcore racing sim is back for another season with a brand-new pit crew. Psygnosis is injecting some fresh blood into Formula 1 '98 by signing a new developer, Visual Sciences, to create a whole new engine to drive the title. The approach will remain familiar to fans of the series, though, as F1 will deliver all the pro drivers, teams, and tracks from the '98 season.

The noticeable differences are in the frame rate (much smoother) and the loading time (less eternal), which combine to really pick up the pace. Retooled graphics also mean much slicker tracks that aren't bogged down with the gray dingy look of previous editions.

As for gameplay, even the Arcade mode is a challenging day at the track—but a very rewarding one for gamers who appreciate this style of racing. New touches like the rearview mirror and the in-game track map help a lot, too. All told, F1 '98 looks like another fine day at the races—*—Av Hendry*



Developed by Visual Sciences
Published by Psygnosis
Available November
70% COMPLETE

THE OFFSPRING

AMERICANA

THE NEW ALBUM FEATURING
"PRETTY FLY (FOR A WHITE GUY)"



AVAILABLE AT ALL

The West:

Where you can buy it, call 1-800-255-4444

THE EAST:

CAMELOT

SPEC'S
MUSIC



Officially licensed by the Fédération Internationale de l'Automobile (FIA) • All 16 international courses, and all 11 teams from the 1998 Formula 1 World Championship season including McLaren and Ferrari • Multi-player mode: 1-4 player (split screen)



VS



BRIDGESTONE
MOTENZA 100/90-18

PEUGEOT

BIC

AKATEL

PlayStation®



FORMULA 1 '98

OFFICIALLY LICENSED GAME

Formula One '98 Rules. Official

www.psychosis.com

and link cable) with 10 cars on the track • New racing simulation engine with a representative physics model • All new features include G-force driver head movements, animated pit stops, race replays, and more.





one
part
NASCAR.
one part

NASA.

motorhead.

WWW.FONINTERACTIVE.COM



©1996 Gemstar Interactive Ltd. Licensed from and developed by Gemstar Interactive Ltd. ©1996 Twentieth Century Fox Film Corporation. All Rights Reserved. Twentieth Century Fox, "Fox" and their associated logos are the property of Twentieth Century Fox Film Corporation. All Rights Reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. NASCAR is a registered trademark of the National Association for Stock Car Auto Racing, Inc. and NASA is a trademark of the National Aeronautics and Space Administration. Motorhead is not affiliated with NASA or NASCAR.



SPORTS INSIDER PREVIEWS



Tiger Woods '99

PlayStation

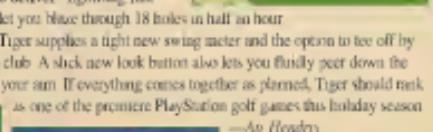


Earlier this year EA Sports landed the biggest name in golf to headline its popular PlayStation series, and now it's plugging away to crank out a game worthy of that name. While key elements like load time, course proliferation, and overall speed were too unfinished to judge in this early version, Tiger Woods '99 seems like it's lined up to belt a whopping drive down the fairway.

Sony's masterful Hot Shots Golf makes for tough competition, but Tiger has the "cool" factor, offering eight PGA pros like Mark O'Meara, Tom Kite, Lee Janzen, and of course Woods himself (no create-a-player, though). A respectable five courses—Summerlin, Las Colinas, Southwind, Sawgrass, and Scottsdale—should give you plenty of territory to cover. EA's also promising to deliver "lightning fast" gameplay that will reportedly let you blaze through 18 holes in half an hour.

On the innovative side, Tiger supplies a tight new swing meter and the option to tee off by twirling the analog stick like a club. A slick new look button also lets you finally peer down the course in real time to fine-tune your aim. If everything comes together as planned, Tiger should rank

as one of the premiere PlayStation golf games this holiday season.
—As Hendry



Developed and published
by EA Sports
Available December

60% COMPLETE

CYBERFX



GET INTO THE GAME WITH A CYBERFX 3-D HEADSET

CyberFX technology creates a powerful, interactive, 3-D arcade experience. Earphones connect to your PC sound card or TV. CyberFX can be used with any computer or video game system including Sony PlayStation and Nintendo 64. Visit us at www.cyberfx.com.

Jones Pease Industries, Inc. 7289 S. McWayne Avenue, Ontario, CA 91760 • 800-589-1980 800-334-3937 JPI



SPORTS INSIDER PREVIEWS



FIFA '99

Nintendo 64

PlayStation



Now that the World Cup's just a memory, the leading soccer game has turned its attention to the gritty action of club soccer. *FIFA '99* delivers 250 club teams from countries like England, the U.S., Brazil, Italy, France, and more, which means top teams like Manchester United, AC Milan, Arsenal, Real Madrid, and the like. If that's not enough variety, you can create your own leagues and tournaments. EA also reports that it's focused on tuning up the

A.I. and the responsiveness of passing, shooting, tackling, dribbling, and in-the-air action. With all that headed for the pitch, *FIFA '99* looks like another star in the making.—Air Headz



Developed and published by EA Sports
Available November

70% COMPLETE

NHL Breakaway '99

Nintendo 64

NHL Breakaway returns to the rink for another round of N64 hockey. At the top of the roster, gamers will find Total Team Management (a points-based system for developing players, treating injuries, and such), trades, player creation, icon passing, and (of course) all the pro players and teams. At this early stage, *Breakaway '99*'s graphics and features seem a lot like the original's. If Acclaim hopes to compete with *NHL '99*, it has a lot of work ahead.—Air Headz



Developed by Iyanna Entertainment
Published by Acclaim Sports
Available Winter '99

60% COMPLETE



Pro 18: World Tour Golf

PlayStation



Pro 18's hoping to add its name to the PlayStation leaderboard with a round-the-world take on golf. Players choose from pros Mark O'Meara, Vijay Singh, and Laura Davies, then tee off on three courses: Cour d'Alene in Idaho, Lost City in South Africa, and Royal County Down in Ireland. Other intriguing features include a new four-click swing that Pygmy clients will provide more accuracy and realism, as well as commentary by BBC's Peter Alliss and CBS's Bobby Clampett. But Pro 18's going to need to pack a serious punch to keep up with front runners like Hot Shots Golf and Tiger '99.—Air Headz



Developed by Intelligent Games
Published by Pygmysoft
Available January '99

50% COMPLETE





Action-Packed

NINTENDO 64 GAME SYSTEM

The hottest game platform includes controller with 360° built-in joystick \$29.99
Memory card \$9.99

NINTENDO⁶⁴



49.99 (Game) 49.99



49.99 (Game) 49.99



59.99 (Game) 59.99



49.99 (Game) 49.99



49.99 (Game) 49.99



49.99 (Game) 49.99



59.99 (Game) 59.99



69.99 (Game) 69.99



49.99 (Game) 49.99

Available Wednesday, November 18

Actual availability dates may change.



NINTENDO 64 CONTROLLER Six hot colors. 29.99 each

Holiday

PLAYSTATION GAME SYSTEM
With analog dual-shock controller.
By Sony 129.99 Memory card 14.99
Analog Controller 29.99

PlayStation.



\$49 Metal Gear Solid



4.99 Tomb Raider
Available Sunday, November 15



NFL GameDay



39.99 NFL Blitz



39.99 NFL GameDay '99



39.99 Spyro the Dragon



39.99 Madden '99



39.99 NASCAR



39.99 Twisted Metal 2



49.99 Circus Maximus
Available Thursday, November 19

Broker availability varies, see store.



PLAYSTATION DIGITAL CONTROLLER Four colors. 14.99 each

Color availability may vary by store.

TARGET
EXPECT MORE PAY LESS.



Presenting 1,447 ways to die.

We've got literally thousands of ways to beat down your friends. The **Magic: The Gathering** trading card game is played with illustrated cards so detailed they'll jump off the table — and into your opponents' nightmares.

Experience the game online at
www.wizards.com/mtg.html

MAGIC

The Gathering®

If you don't live in the U.S.,
access code [85] 1-447-0000
to get a free copy.



Wizards
OF THE COAST™

ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • DECEMBER '98



KAGERO Deception II

By Boba Fett

Combining the 3D adventure of Tomb Raider with devilish strategic challenge reminiscent of Bomberman, Kagero: Deception II isn't really comparable to anything other than its predecessor, Tecmo's Deception. A thinking man's action game, Kagero is addictive and exciting, but not particularly inventive and ultimately less than completely satisfying.

Millenia Dame

In Kagero, you're Millenia, a human who has been adopted by a strange race of blue skinned creatures called Timenoids. Millenia has been brainwashed and transformed into an assassin, killing whatever ambitious humans dare approach the Timenoid's castle. The catch is that Millenia can't bear arms. Instead, she must lure the humans into a series of traps, which can be set on the ceiling, floor, or wall. You can only use one of each at a time, and they're slow to charge, so timing and placement are your keys to victory.



PROTIP: The land mine is the most effective all-purpose weapon—it's very powerful and stays charged, giving you some leeway in your timing.



PROTIP: In Chapter 2, arrange an arrow wall-trap parallel to the banister and you'll be able to hit Slash several times as he approaches.

more humans, you earn experience and can build a better human trap, but they're just more complex versions of the same stuff (mostly variations on arrows, bombs, or rocks).



PROTIP: Early on, the fireplace room is a great place to make a stand: You can lead your enemy through traps in a circle.



PROTIP: The most effective combo in the game: A power magnet with a spiked rock ready to drop right in front of it and a land mine one block ahead.

Catchy Kagero

Impressive 3D architecture, lighting effects, and character movement highlight Kagero's cinematic atmosphere. The Timenoid Castle, although a bit small, is very nicely defined, and interesting textures make each character sinister and compelling. The game's solid face textures, however, make Millenia and her supporting cast unable to show emotion.



PROTIP: In the King's Palace, set up an ambush near the magic room and wait for your attackers to walk into it.

Luckily, the gothic music successfully creates tension, conveying a sense of impending doom. The simple interface is very easy to pick up, and the camera is intelligent enough to keep you completely aware of your surroundings. Dual Shock support adds some rumble to your tumbles, but the lack of analog-stick support is disappointing.

Kagero's trap interface is unique and fresh, but the plodding story line takes forever to advance and usually boils down to one guy after another walking into your traps. As the missions advance and increase in difficulty, you'll just want to take a sword in hand and slash these guys to bits. Deception II is definitely worth a rental. The game's fun, but probably not a title to keep playing for very long. □



PROTIP: Deadmoor's Double will tend to stand in one place and attack with projectiles. His energy slowly regenerates, so hit him hard and fast.

Kagero: Deception II by Tecmo			
Requires	Based	Control	Fun Factor
PC	PC	Joystick	4/5
Windows	Windows	Joystick	4/5
Macintosh	Macintosh	Joystick	4/5
PS	PS	Joystick	4/5
PSX	PSX	Joystick	4/5
Sega CD	Sega CD	Joystick	4/5
SNES	SNES	Joystick	4/5
Super Nintendo	Super Nintendo	Joystick	4/5
Virtual Boy	Virtual Boy	Joystick	4/5
Windows 95	Windows 95	Joystick	4/5
Windows 3.1	Windows 3.1	Joystick	4/5
Windows 98	Windows 98	Joystick	4/5
Windows NT	Windows NT	Joystick	4/5
Windows ME	Windows ME	Joystick	4/5
Windows XP	Windows XP	Joystick	4/5
Windows Vista	Windows Vista	Joystick	4/5
Windows 7	Windows 7	Joystick	4/5
Windows 8	Windows 8	Joystick	4/5
Windows 10	Windows 10	Joystick	4/5
Windows 11	Windows 11	Joystick	4/5
Windows 12	Windows 12	Joystick	4/5
Windows 13	Windows 13	Joystick	4/5
Windows 14	Windows 14	Joystick	4/5
Windows 15	Windows 15	Joystick	4/5
Windows 16	Windows 16	Joystick	4/5
Windows 17	Windows 17	Joystick	4/5
Windows 18	Windows 18	Joystick	4/5
Windows 19	Windows 19	Joystick	4/5
Windows 20	Windows 20	Joystick	4/5
Windows 21	Windows 21	Joystick	4/5
Windows 22	Windows 22	Joystick	4/5
Windows 23	Windows 23	Joystick	4/5
Windows 24	Windows 24	Joystick	4/5
Windows 25	Windows 25	Joystick	4/5
Windows 26	Windows 26	Joystick	4/5
Windows 27	Windows 27	Joystick	4/5
Windows 28	Windows 28	Joystick	4/5
Windows 29	Windows 29	Joystick	4/5
Windows 30	Windows 30	Joystick	4/5
Windows 31	Windows 31	Joystick	4/5
Windows 32	Windows 32	Joystick	4/5
Windows 33	Windows 33	Joystick	4/5
Windows 34	Windows 34	Joystick	4/5
Windows 35	Windows 35	Joystick	4/5
Windows 36	Windows 36	Joystick	4/5
Windows 37	Windows 37	Joystick	4/5
Windows 38	Windows 38	Joystick	4/5
Windows 39	Windows 39	Joystick	4/5
Windows 40	Windows 40	Joystick	4/5
Windows 41	Windows 41	Joystick	4/5
Windows 42	Windows 42	Joystick	4/5
Windows 43	Windows 43	Joystick	4/5
Windows 44	Windows 44	Joystick	4/5
Windows 45	Windows 45	Joystick	4/5
Windows 46	Windows 46	Joystick	4/5
Windows 47	Windows 47	Joystick	4/5
Windows 48	Windows 48	Joystick	4/5
Windows 49	Windows 49	Joystick	4/5
Windows 50	Windows 50	Joystick	4/5
Windows 51	Windows 51	Joystick	4/5
Windows 52	Windows 52	Joystick	4/5
Windows 53	Windows 53	Joystick	4/5
Windows 54	Windows 54	Joystick	4/5
Windows 55	Windows 55	Joystick	4/5
Windows 56	Windows 56	Joystick	4/5
Windows 57	Windows 57	Joystick	4/5
Windows 58	Windows 58	Joystick	4/5
Windows 59	Windows 59	Joystick	4/5
Windows 60	Windows 60	Joystick	4/5
Windows 61	Windows 61	Joystick	4/5
Windows 62	Windows 62	Joystick	4/5
Windows 63	Windows 63	Joystick	4/5
Windows 64	Windows 64	Joystick	4/5
Windows 65	Windows 65	Joystick	4/5
Windows 66	Windows 66	Joystick	4/5
Windows 67	Windows 67	Joystick	4/5
Windows 68	Windows 68	Joystick	4/5
Windows 69	Windows 69	Joystick	4/5
Windows 70	Windows 70	Joystick	4/5
Windows 71	Windows 71	Joystick	4/5
Windows 72	Windows 72	Joystick	4/5
Windows 73	Windows 73	Joystick	4/5
Windows 74	Windows 74	Joystick	4/5
Windows 75	Windows 75	Joystick	4/5
Windows 76	Windows 76	Joystick	4/5
Windows 77	Windows 77	Joystick	4/5
Windows 78	Windows 78	Joystick	4/5
Windows 79	Windows 79	Joystick	4/5
Windows 80	Windows 80	Joystick	4/5
Windows 81	Windows 81	Joystick	4/5
Windows 82	Windows 82	Joystick	4/5
Windows 83	Windows 83	Joystick	4/5
Windows 84	Windows 84	Joystick	4/5
Windows 85	Windows 85	Joystick	4/5
Windows 86	Windows 86	Joystick	4/5
Windows 87	Windows 87	Joystick	4/5
Windows 88	Windows 88	Joystick	4/5
Windows 89	Windows 89	Joystick	4/5
Windows 90	Windows 90	Joystick	4/5
Windows 91	Windows 91	Joystick	4/5
Windows 92	Windows 92	Joystick	4/5
Windows 93	Windows 93	Joystick	4/5
Windows 94	Windows 94	Joystick	4/5
Windows 95	Windows 95	Joystick	4/5
Windows 96	Windows 96	Joystick	4/5
Windows 97	Windows 97	Joystick	4/5
Windows 98	Windows 98	Joystick	4/5
Windows 99	Windows 99	Joystick	4/5
Windows 100	Windows 100	Joystick	4/5
Windows 101	Windows 101	Joystick	4/5
Windows 102	Windows 102	Joystick	4/5
Windows 103	Windows 103	Joystick	4/5
Windows 104	Windows 104	Joystick	4/5
Windows 105	Windows 105	Joystick	4/5
Windows 106	Windows 106	Joystick	4/5
Windows 107	Windows 107	Joystick	4/5
Windows 108	Windows 108	Joystick	4/5
Windows 109	Windows 109	Joystick	4/5
Windows 110	Windows 110	Joystick	4/5
Windows 111	Windows 111	Joystick	4/5
Windows 112	Windows 112	Joystick	4/5
Windows 113	Windows 113	Joystick	4/5
Windows 114	Windows 114	Joystick	4/5
Windows 115	Windows 115	Joystick	4/5
Windows 116	Windows 116	Joystick	4/5
Windows 117	Windows 117	Joystick	4/5
Windows 118	Windows 118	Joystick	4/5
Windows 119	Windows 119	Joystick	4/5
Windows 120	Windows 120	Joystick	4/5
Windows 121	Windows 121	Joystick	4/5
Windows 122	Windows 122	Joystick	4/5
Windows 123	Windows 123	Joystick	4/5
Windows 124	Windows 124	Joystick	4/5
Windows 125	Windows 125	Joystick	4/5
Windows 126	Windows 126	Joystick	4/5
Windows 127	Windows 127	Joystick	4/5
Windows 128	Windows 128	Joystick	4/5
Windows 129	Windows 129	Joystick	4/5
Windows 130	Windows 130	Joystick	4/5
Windows 131	Windows 131	Joystick	4/5
Windows 132	Windows 132	Joystick	4/5
Windows 133	Windows 133	Joystick	4/5
Windows 134	Windows 134	Joystick	4/5
Windows 135	Windows 135	Joystick	4/5
Windows 136	Windows 136	Joystick	4/5
Windows 137	Windows 137	Joystick	4/5
Windows 138	Windows 138	Joystick	4/5
Windows 139	Windows 139	Joystick	4/5
Windows 140	Windows 140	Joystick	4/5
Windows 141	Windows 141	Joystick	4/5
Windows 142	Windows 142	Joystick	4/5
Windows 143	Windows 143	Joystick	4/5
Windows 144	Windows 144	Joystick	4/5
Windows 145	Windows 145	Joystick	4/5
Windows 146	Windows 146	Joystick	4/5
Windows 147	Windows 147	Joystick	4/5
Windows 148	Windows 148	Joystick	4/5
Windows 149	Windows 149	Joystick	4/5
Windows 150	Windows 150	Joystick	4/5
Windows 151	Windows 151	Joystick	4/5
Windows 152	Windows 152	Joystick	4/5
Windows 153	Windows 153	Joystick	4/5
Windows 154	Windows 154	Joystick	4/5
Windows 155	Windows 155	Joystick	4/5
Windows 156	Windows 156	Joystick	4/5
Windows 157	Windows 157	Joystick	4/5
Windows 158	Windows 158	Joystick	4/5
Windows 159	Windows 159	Joystick	4/5
Windows 160	Windows 160	Joystick	4/5
Windows 161	Windows 161	Joystick	4/5
Windows 162	Windows 162	Joystick	4/5
Windows 163	Windows 163	Joystick	4/5
Windows 164	Windows 164	Joystick	4/5
Windows 165	Windows 165	Joystick	4/5
Windows 166	Windows 166	Joystick	4/5
Windows 167	Windows 167	Joystick	4/5
Windows 168	Windows 168	Joystick	4/5
Windows 169	Windows 169	Joystick	4/5
Windows 170	Windows 170	Joystick	4/5
Windows 171	Windows 171	Joystick	4/5
Windows 172	Windows 172	Joystick	4/5
Windows 173	Windows 173	Joystick	4/5
Windows 174	Windows 174	Joystick	4/5
Windows 175	Windows 175	Joystick	4/5
Windows 176	Windows 176	Joystick	4/5
Windows 177	Windows 177	Joystick	4/5
Windows 178	Windows 178	Joystick	4/5
Windows 179	Windows 179	Joystick	4/5
Windows 180	Windows 180	Joystick	4/5
Windows 181	Windows 181	Joystick	4/5
Windows 182	Windows 182	Joystick	4/5
Windows 183	Windows 183	Joystick	4/5
Windows 184	Windows 184	Joystick	4/5
Windows 185	Windows 185	Joystick	4/5
Windows 186	Windows 186	Joystick	4/5
Windows 187	Windows 187	Joystick	4/5
Windows 188	Windows 188	Joystick	4/5
Windows 189	Windows 189	Joystick	4/5
Windows 190	Windows 190	Joystick	4/5
Windows 191	Windows 191	Joystick	4/5
Windows 192	Windows 192	Joystick	4/5
Windows 193	Windows 193	Joystick	4/5
Windows 194	Windows 194	Joystick	4/5
Windows 195	Windows 195	Joystick	4/5
Windows 196	Windows 196	Joystick	4/5
Windows 197	Windows 197	Joystick	4/5
Windows 198	Windows 198	Joystick	4/5
Windows 199	Windows 199	Joystick	4/5
Windows 200	Windows 200	Joystick	4/5
Windows 201	Windows 201	Joystick	4/5
Windows 202	Windows 202	Joystick	4/5
Windows 203	Windows 203	Joystick	4/5
Windows 204	Windows 204	Joystick	4/5
Windows 205	Windows 205	Joystick	4/5
Windows 206	Windows 206	Joystick	4/5
Windows 207	Windows 207	Joystick	4/5
Windows 208	Windows 208	Joystick	4/5
Windows 209	Windows 209	Joystick	4/5
Windows 210	Windows 210	Joystick	4/5
Windows 211	Windows 211	Joystick	4/5
Windows 212	Windows 212	Joystick	4/5
Windows 213	Windows 213	Joystick	4/5
Windows 214	Windows 214	Joystick	4/5
Windows 215	Windows 215	Joystick	4/5
Windows 216	Windows 216	Joystick	4/5
Windows 217	Windows 217	Joystick	4/5
Windows 218	Windows 218	Joystick	4/5
Windows 219	Windows 219	Joystick	4/5
Windows 220	Windows 220	Joystick	4/5
Windows 221	Windows 221	Joystick	4/5
Windows 222	Windows 222	Joystick	4/5
Windows 223	Windows 223	Joystick	4/5
Windows 224	Windows 224	Joystick	4/5
Windows 225	Windows 225	Joystick	4/5
Windows 226	Windows 226	Joystick	4/5
Windows 227	Windows 227	Joystick	4/5
Windows 228	Windows 228	Joystick	4/5
Windows 229	Windows 229	Joystick	4/5
Windows 230	Windows 230	Joystick	4/5
Windows 231	Windows 231	Joystick	4/5
Windows 232	Windows 232	Joystick	4/5
Windows 233	Windows 233	Joystick	4/5
Windows 234	Windows 234	Joystick	4/5
Windows 235	Windows 235	Joystick	4/5
Windows 236	Windows 236	Joystick	4/5
Windows 237	Windows 237	Joystick	4/5
Windows 238	Windows 238	Joystick	4/5
Windows 239	Windows 239	Joystick	4/5
Windows 240	Windows 240	Joystick	4/5
Windows 241	Windows 241	Joystick	4/5
Windows 242	Windows 242	Joystick	4/5
Windows 243	Windows 243	Joystick	4/5
Windows 244	Windows 244	Joystick	4/5
Windows 245	Windows 245	Joystick	4/5
Windows 246	Windows 246	Joystick	4/5
Windows 247	Windows 247	Joystick	4/5
Windows 248	Windows 248	Joystick	4/5
Windows 249	Windows 249	Joystick	4/5
Windows 250	Windows 250	Joystick	4/5
Windows 251	Windows 251	Joystick	4/5
Windows 252	Windows 252	Joystick	4/5
Windows 253	Windows 253	Joystick	4/5
Windows 254	Windows 254	Joystick	4/5
Windows 255	Windows 255	Joystick	4/5
Windows 256	Windows 256	Joystick	4/5
Windows 257	Windows 257	Joystick	4/5
Windows 258	Windows 258	Joystick	4/5
Windows 259	Windows 259	Joystick	4/5
Windows 260	Windows 260	Joystick	4/5
Windows 261	Windows 261	Joystick	4/5
Windows 262	Windows 262	Joystick	4/5
Windows 263	Windows 263	Joystick	4/5
Windows 264	Windows 264	Joystick	4/5
Windows 265	Windows 265	Joystick	4/5

By Boba Fatt

Xenogears

PlayStation

Xenogears is the new RPG from the masters of the genre who brought us Final Fantasy VII. "Gears" combines the Japanese love of giant robots with the tried-and-true role-playing elements we've come to expect from epic PlayStation games. Unfortunately, the FF-meets-Ultraman recipe has a long way to go.

NeverQuest?

In Xenogears, you're Fei Fong Wong, an amnesiac with a mysterious past who wields powers he's unaware of; for instance, a mastery of Gears—giant humanoid war vehicles. When Fei's power surfaces, accidentally destroying the village that adopted him, he's spiraled into an epic 50-hour plus story line that re-

Xenogears



PROTIP: After leaving Danzil, head north through the desert, following the direction of the two Gears all the way.



PROTIP: The Wyrm isn't affected by regular attacks, so use your special attacks every other turn to bring him down.

tal flaw. With no central quest or goal, you're often left to wander around aimlessly. Even when the story is advancing, you'll be confused and will need the events explained later. And that's no gift, because the dialogue is horribly stiff, sometimes taking seven lines to convey what could've and should've been said in just one.



PROTIP: Hold off the Rankar Dragon as long as you can. Play defensively and make sure your Hit Points are full before you approach him.

Xeno Effect

Xenogears offers separate, but ridiculously similar, fighting interfaces for hand-to-hand or Gear-based combat.

The controls are a complete waste of what could have been a fantastic hybrid of RPG and giant robot-sim genres. Instead, they offer an attack number that can be used in a series of weak, medium, and strong assaults or conserved to unleash special maneuvers. It's all too familiar and disappointing, considering the potential.

With both game-engine



interludes and brief anime cut scenes, Xenogears tries in vain to keep the pace moving. The anime is a welcome addition, but they're often too short and reserved (serving as confusing dream sequences) to pump your adrenaline. The game-based characters thankfully aren't super-deformed, but they are built of awkward sprites in an otherwise polygonal, rotatable environment, making the personages look goofy. Xenogears' sound is as dubious as its graphics, with decent, but almost clichéd, special effects and annoying Irish-inspired music.

Slow Grinding Gear

A relentlessly slow plot, plodding dialogue, and the unfortunate fumble of the robot interface's potential keeps Xenogears out of that stratosphere enjoyed by its far superior cousin, Final Fantasy VII.

This is by no means a complete failure, but "Gears" hardly lives up to Square Soft's reputation. ■



Anime cut scenes advance the story—very, very slowly.



PROTIP: Keep using the strong attack and special attacks on Bart—you don't need to worry about recharging during this battle.



PROTIP: In the village of Danzil, make a right to find the Gear store, then find the sand buggy rental shop.

Xenogears by Square Soft			
Minimax	David	General	Pen-Pusher
4.0	3.5	3.5	2.5
Fair mid-visible	Challenging	Challenging	Challenging
Available now	Rating: M	Rating: M	Rating: M
1-player RPG	ESRB rating: M	ESRB rating: M	ESRB rating: M



The Legend of Zelda: Ocarina of Time

Nintendo 64

By Undercover Lover



The Legend Continues

N64 gamers are rightfully hungering for some role-playing action, and *The Legend of Zelda: Ocarina of Time* appears ready to deliver. Even in its preview form, Zelda looks like it's going to be an epic tour de force. Be prepared to make a commitment. This game is huge, threatening to bust the 256-meg cart at the seams. As Link, you'll travel through the land of Hyrule at Princess Zelda's behest, attempting to solve the mystery of the Triforce before the evil Ganondorf can subvert its power.



Even in this preview version, the graphics create an impressive-looking world with a dizzying variety of terrain and environments. You'll traverse vast plains, wade through underground rivers, climb steep mountain passes, explore dense forests, and much more.

Zelda's character pics kick, too. The bosses and sub bosses are massive and very weird-looking. You run into scores of imaginatively designed races of creatures, like spiders with human faces. Yes, you'll probably get lost, but you're likely to enjoy every moment of it.



Developed and published by Nintendo
Available November

90% COMPLETE

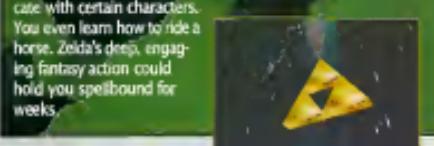
99

A return to Hyrule looks well worth the effort in *The Legend of Zelda: Ocarina of Time*.

Linking Moves

Zelda fires up a mighty mix of gameplay, too. You'll be able to rotate the game 360 degrees and play Link from any angle as you fight weird monsters and tackle intricate puzzles. A cool combat-targeting system lets you lock on to an enemy and launch precise attacks even as you circle 360-degrees around it.

In the version we played, a user-friendly inventory system handled the many weapons, items, magic objects, and treasures with ease. Beyond the usual sword swinging and shield bashing, you'll fire a slingshot with a slick sniper targeting view à la *GoldenEye*, which you can use to trip switches and to fight foes. You also have to play an ocarina; the tunes you blow will unveil secrets and help you communicate with certain characters. You even learn how to ride a horse. Zelda's deep, engaging fantasy action could hold you spellbound for weeks.



WIN!

The Ultimate Gaming Rig!!

OVER \$20,000.00 IN PRIZES!

Puzzle Me, Inc.
"We Make You Think..."

Win the new Sega Dreamcast system!



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in the lead with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 450 Mhz MMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sexy PlayStation w/ ASCII control pads; Sega Dreamcast; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor; \$1,000 in games you choose; cash; accessories and more!

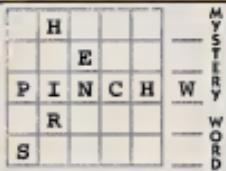
Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one final tie-breaker at \$1.00 which will be sent to you by mail. You will have 4 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 35% to Phase II, 35% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they earn plus bonus fee.

Mystery Word Grid



Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- \$3.00 Video Game Contest
 - \$3.00 Media Rig Contest
 - \$3.00 Computer Contest
 - \$5.00 SPECIAL! Enter them all (SAVE \$4.00)

Nature

Page

Address

CONT

State **Zip**

四

WORD LIST and LETTER CODE chart

PINCH	W	PRESS	K	BLAST	A	WRECK	D
BREAK	Z	PUNCH	S	SPRAY	C	TURBO	V
STOMP	T	STAND	R	PRESS	E	DREAM	O
CRUSH	I	SCORE	H	SLANT	L	CHASE	N



SEND CASH, CHECK, MONEY ORDER TO:
PUZZLE ME, P.O. BOX 9315
PORTLAND, OR 97207-9315

WHO BURNS PREMATURELY • ENTROPY DEGRADATION LOWERS RPT. 1994 • ENTROPY FTE MUST BE INCREASED
Any one can do this now. It will be your advantage. In the Annex of Part 11, we are discussing the importance of entropy in the field of thermodynamics. Entropy is the measure of disorder or randomness in a system. It is measured by the formula $S = k \ln W$, where k is Boltzmann's constant and W is the number of microstates. The entropy of a system increases as it moves from a state of low entropy to a state of high entropy. This is because there are more possible arrangements of particles in a state of high entropy than in a state of low entropy. For example, consider a gas contained in a closed container. If all the molecules were concentrated in one corner of the container, the entropy would be very low. However, if the molecules were distributed evenly throughout the container, the entropy would be much higher. This is because there are many more ways for the molecules to be arranged in a state of high entropy than in a state of low entropy.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

It's Solid Snake vs. Fox Hound's terrorists, as the fate of Earth hangs in the balance! In this ProStrategy Guide, we take you through the entire mission and show you how to finish the awesome Metal Gear Solid!

By Major Mike

PlayStation

For Eager Eyes Only!



This ProStrategy guide isn't intended to spoil all your fun, so we've deliberately omitted key story events. We couldn't avoid a few of the surprises, however, so use this guide only as a last resort. You have been warned.



TRAINING CAMP

DIRECTIONS

Get Your Bearings



Although Metal Gear Solid has two camera views—overhead and first-person—all directions in this guide are based on using the standard overhead view. In other words, when the guide directs you to head east, you should move Snake to the right side of the screen.

Thoroughly read the instruction manual for a complete rundown of the game's features. Here are some of the most important ones.

HAND-TO-HAND FIGHTING

Punch-Kick Combo



Even without weapons, Snake is lethal. Press Action once to throw a jab punch; press Action twice

rapidly to throw a left jab followed by a right cross; and press Action three times rapidly to throw a jab punch, a right cross, and then a right kick for a three-hit combo. Snake can also punch enemies while holding certain weapons, like the FA-MAS and the Socom.

Grab



Get in close to an enemy and press Weapon to grab him. You can then execute the Neck Snap, the Drag, and the Throw.

Neck Snap



After you grab an enemy, press Weapon rapidly to snap his neck.

Drag



After you grab an enemy, press any direction on the directional pad to drag him. You can even use a guard as a shield! If you drag an enemy for too long, though, he'll squirm free of your grip. To subdue a guard while dragging him, tap Weapon three times slowly.

Throw



Get close to an enemy and hold any direction on the directional pad, then press Weapon to throw him on the ground. You can even toss an enemy off a ledge if he's standing close enough to the edge.

DIRTY TACTICS

When fighting terrorists, anything goes. Here are a few nasty, but effective, tactics to help Snake slither through the game.

C4 Backpack



You can place C4 explosives on an enemy's back! Equip the C4, get close behind the enemy, and press Action to stick the explosive to his

back. Press Weapon any time to detonate the charge...just make sure you're a safe distance away.

Claymore Surprise



When you knock an enemy on the ground with a throw or a combo, you can then place a Claymore mine at his feet and flee. When the enemy rises, he'll get a bang of a surprise.

Run-n-Gun



You can fire the Socom pistol or the FA-MAS rifle while running. Equip either weapon, press and hold Weapon, press any direction on the directional pad, and press and hold Crawl. Now you can run-n-gun.

Reload!



Even the good guys must reload their firearms. To reload in the middle of a firefight, quickly tap Weapon Quickchange twice.

Nikita Eyes



The Nikita is a unique weapon: Not only can you manually steer missiles fired from it toward a target, but from either the overhead or the first-person view, you can also watch the missile seeking its target. If you aren't sure what's lurking nearby, let a Nikita missile be your eyes.

WEAPONS

Mining for Mines



You can collect Claymore mines by walking over them. To uncover their location, use the mine detector or the thermal goggles.



OTHER NOTABLES

Thinking Inside the Box



Although they seem like extraneous items, cardboard boxes are very effective camouflage. When you hide inside a cardboard box, you can still move. Don't move around while a guard is watching, however; if you do, he'll open fire. There are different boxes you can collect, but be careful which one you use. Pay attention to the label on each one. For example, hiding in a box labeled "Snowfield" can fool a guard in the Blast Furnace (because Snowfield is nearby), but it might not fool a guard if you use it in the Armory (because Snowfield is so far away). When hiding in a box, position yourself in a corner or against a wall—not on catwalks or in doorways.

Floor Traps



Some rooms have pressure-sensitive floor plates. If you stand on one of these plates, you'll fall to your death. You can run over these traps without falling, however, and you can spot them with the thermal goggles.

Peek Around Corners



Not sure of what's around a corner? Take a quick peek. Stand at the edge of a wall, press and hold Look, then tap Item Quickchange or Weapon Quickchange.

Night-Vision Goggles



Night-vision goggles are effective for seeing in dark areas. If you detonate a stun grenade while wearing them, however, you'll be temporarily blinded.

More Fun with C4



You can destroy sentry guns by detonating C4 directly underneath them.

VR Training



Before you dive into the game, spend some time in VR Training to learn essential skills and familiarize yourself with how to control Snake.

Your Team: The Good Guys

The following characters provide valuable support during your mission. You can contact any of them by Codec during the mission.

Col. Roy Campbell



As commander of this operation, Campbell is your man if you have any questions at all about the mission objectives.

Natasha Romanenko



Natasha's an expert in modern and nuclear weapons. Call her if you're facing a tough enemy. If you contact Natasha while you're holding a weapon, she'll analyze it for you.

Master Miller



An all-around answer man, Miller is Snake's teacher.

Mei Ling



Call Mei Ling to save your game.

Naomi Hunter



When you're badly injured or sick, call Naomi.

PRIMARY MISSION #1:

RESCUE THE DARPA CHIEF AND THE PRESIDENT OF ARMSTECH

DOCK

Starting Off



You're armed only with a pack of cigarettes and a magnifying scope. First add rations to your collection; they're found to the west of the stairs that lead out of the water. Wait by the stairs until the elevator descends. Crawl under the pipe to the west and sneak around the guards to the elevator. If a guard spots you, don't run for the elevator—it won't work during Danger mode. Instead, run to the diving area located in the middle of the south end of the dock and jump in the water. Once you hit the water, the guards stop pursuing you.



Don't dash for the elevator when it descends—a guard comes down in it. When the coast is clear, get in the elevator.



HELIPORT

To the Tank Hangar



The heliport has two entrances that lead into the main building—air ducts on the ground and on the second level. Both ducts lead to the Tank Hangar.

Socom Pistol



Get the Socom pistol from the back of the snow cat parked to the north of the landing pad. Use this weapon against secluded guards only; if nearby guards hear the gunfire, they'll go into Danger mode.



Grenade Goodies



To get the chaff grenades on the launch pad, stand at the west side of the pad. Wait until the searchlights move toward the north and south sides of the pad, then zip in, grab the grenades, and retreat. Go to the small room along the west wall. Throw a chaff grenade inside the room, wait for it to detonate, then run inside and grab the items.

Learning to Crawl



Sneak to the stairs in the northeast corner of the heliport. Go up the stairs and crawl into the air duct along the north wall. Once inside the duct, turn right and follow the duct until you reach the opening. Crawl over the opening and press the Action button.



Tank Hangar Level 1 Map



TANK HANGAR

Stealthy Moves



You drop to the second level of the Tank Hangar (A). A surveillance camera is mounted on the northeast corner. Sneak past it and follow the catwalk. When you reach the open room along the east wall (B), throw a claymore mine inside to disable the camera, then run in and get the thermal goggles. Continue down the catwalk and sneak past the surveillance camera in the northwest corner.



Go down the stairs and take the elevator (C) to floor B1.

Tank Hangar Elevator

These are the floors you can access from the Tank Hangar:
Floor 1: Tank Hangar
Floor B1: Cell
Floor B2: Armory

CELL

Find the Chief



Exit the elevator at B1 and press against the east wall. The man in the cell is the DARPA Chief, Donald Anderson, who you must rescue. Go south to the end of the hall, turn east, and climb the ladder. If you're low on health, you can find rations in the low recess east of the ladder, but you must crawl to get them.

Donald Anderson: The DARPA Chief



Inside the duct, turn left and go straight until you reach the first grate. Look down at the prisoner. At the next grate look down at the DARPA Chief—there's your man.

Level 1 Security Card



Talk to the chief and he gives you a Level 1 Security Card. When the cell door opens, crawl under the bed, get the rations, equip the So-com, and leave the cell.

"Don't Think—Shoot!"



During the Firefight, enemy guards attack in waves of three men each. Stand to the left of the door and start blasting. Remember to reload after each wave (tap Weapon Quickchange twice). You can collect more ammo and rations from dead guards.



Before the guards' sixth wave, three explosives are thrown into the room. Move against the wall to avoid the blast.



Do the same in the northeast corner of the Armory (F) and in the southwest corner (G). There are two floor traps in the hidden southeast room.



After the gunfight, take the elevator to floor B2.

ARMORY

C4



Be careful of the three floor traps (O)—if you fall in one of these, it's game over. Get the C4 from the top middle room (B), then go to the northwest corner of the Armory (E). Look for areas of the wall that are different-colored. Plant a C4 charge on the discolored section of the wall, retreat a safe distance, then detonate the explosive. The blast reveals a hidden area.

Kenneth Baker: President of ArmsTech



Go through the southwest hole (C) you created with the C4. Go

down the hall and place a C4 charge against the east wall where the paint doesn't match. Enter the revealed passage and place another charge against the north wall (again, where the paint doesn't match). Before entering the hole you just created, load up on Socom ammo and rations.

Boss: Revolver Ocelot



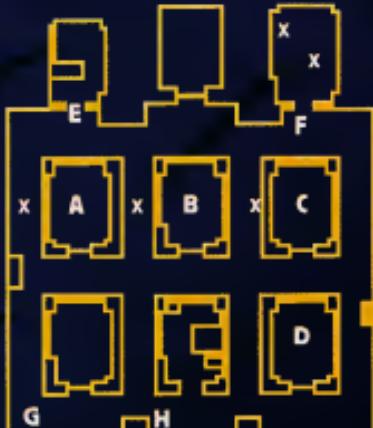
The only weapon you should use during the battle with Ocelot is the Socom. Don't even think of using any explosives; if you do, you'll set off the C4 surrounding Baker, and everyone in the room will die.



To beat Ocelot, stay on the east side of the room and move with him as he runs vertically. Although Ocelot can't shoot at you past Baker, he can ricochet bullets off the wall. When Ocelot stops at one of the posts on his side of the room, wait behind the opposite post. Let Ocelot fire, then blast him. Limit your Socom bursts to one or two shots each time you fire so you don't waste ammo. If you run low on ammo, you can find more in the containers in the room.



Armory Map



Level 2 Security Card



After defeating Ocelot, Baker gives you the Level 2 Security Card and an Optical Disc. Exit the room and plant a C4 explosive against the east wall (where the paint doesn't match). Return here after you've obtained the Level 6 Security Card.

PRIMARY MISSION #2:

STOP THE TERRORISTS

FA-MAS Machine Gun



Return to the Armory—careful, guards are now patrolling the area—and enter the room that has "FAMAS 2" written on the door (Armory Map—D). Equip the thermal goggles or the cigarettes, crawl under the laser tripwires, and get the FA-MAS machine gun at the end of the room.

Meryl's Frequency



Call Campbell until Meryl's frequency appears on your Codec menu. Don't be shy—give her a call.

Mine Detector



From the Armory, take the elevator up to the Tank Hangar. Strange...the hangar is now shy one tank. Take the stairs against the west wall, but be careful of the surveillance camera at the top. Enter the room near the top of the stairs (Tank Hangar Level 2).

Map—C) and grab the cardboard box and the other items. Go to the room on the opposite side of the catwalk (Tank Hangar Level 2 Map—D) and get the mine detector. A guard may be on patrol on this level so be careful. Return to the bottom floor of the Tank Hangar—Meryl should have the cargo door open by now (Tank Hangar Level 1 Map—E).

Socom Suppressor



Before you enter the room Meryl just opened, go into the room along the east wall (Tank Hangar Level 1 Map—F). Once the door closes behind you, equip the Socom and shoot the guard (his back is to you so take your time). Get the Socom Suppressor—a silencer. Load up on chaff grenades before you enter the cargo airlock.

Cargo Door Airlock



Stand in the cargo doorway (Tank Hangar Level 1 Map—E) and equip the thermal goggles. See the laser tripwires moving vertically at varying speeds? Trip any one of those and the room is sealed and flooded with poison gas (in short, you're dead). The tripwires are at each crease in the floor. Walk carefully past them. At

the end of the chamber, equip your Security Card to open the door. Strange...it looks like a tank went through here.

CANYON

Claymore Mines



Equip the mine detector and look for the yellow cones on your radar. What are those shapes? Claymore mines—things that explode if you get too close. However, you can easily diffuse a mine by crawling over it, a tactic that also allows you to add the mine to your inventory for later use. You can also spot mines with the thermal goggles. Now crawl toward the middle of the canyon.

Boss: MI Tank



So this is where the tank from the Armory went...and it's gunning for you! It's a good thing you stocked up on chaff grenades, right? Throw one now, equip the thermal goggles, and run to the steel column on the northwest side of the canyon. Watch for mines as you move. Chaff grenades temporarily disable the

tank's cannon, but the machine gun can still fire independently from the turret.



Use the steel column for cover, and when the tank's turret faces away from you, run in close, throw a couple of grenades on top of the tank and retreat. Keep throwing chaff grenades to keep the main gun from firing. If you run out of grenades, you can find a few more in a small cave just south of the pillar you're using for cover (you must crawl to get there). After two or more grenades hit their mark, the tank's gunner is thrown clear and another takes his place.



Use the same tactics to defeat the second gunner.

Level 3 Security Card



Your prize for disabling the tank? The Level 3 Security Card.

Nikita Launcher

The shortest route to the elevator is up the stairs along the west wall. How do you get past the patrol without fighting him? Use the cardboard box! Take the elevator to B2.

The Good Doctor

When you exit the elevator, press against the east wall. See that man in the lab coat? That's Dr. Emmerich, the man Meryl told you about.

NUKE BUILDING**Nuke Building Elevator**

These are the floors you can access from the Nuke Building:

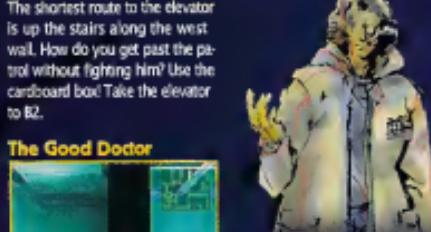
- 1: Nuke Building Floor 1
- B1: Nuke Building Basement 1
- B2: Nuke Building Basement 2

Through a Glass Darkly

Collect the rations at the end of the catwalk along the west wall. At the end of the catwalk, stop and look through the window. Three guards, three easy kills, right? Return to the entrance, go north down the ramp and crawl under the half-raised door.

No Weapons Allowed!

You can only use chaff grenades in this room (sorry, no firearms).

**Gas Mask**

After successfully guiding the Nikita missile to its target, leave the room and replenish your oxygen supply. Destroying the control panel turns off the electricity in the floor, but it doesn't shut off the gas. Re-enter the gas-filled hallway, throw a chaff grenade, and go south to the room on the east wall (C). Inside the room is the gas mask, but don't forget to watch out for the sentry gun. Equip it. Remember to quickly toggle between the gas mask and the Security Card whenever you want to open a door.

Dr. Hal Emmerich: "Otacon"

Sneak past the sentry gun and go through the door at the end of the east hall (D). Proceed north to the end of the hallway littered with corpses (E) and enter the lab (F).

Nuke Building**Basement 2****(B2) Map**

In Otacon, like they were used by some type of baddie.

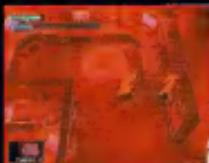
Boss: Cyborg Ninja



The ninja is tough, but you can make short work of him with enough chaff grenades. Detonate a grenade to stun him, then hit him with a three-hit punch-kick combo.



After you deal him several combos, the ninja puts away his sword so you can fight like men—hand-to-hand. Don't equip a gun; if you do, he'll draw his sword and swat your bullets like flies. When the ninja gets close, he performs two cartwheel kicks; avoid this attack and then nail him with a punch-kick combo.



After taking more damage, the ninja engages in a deadly game of tag where he teleports around the room, materializing only to strike. Equip the thermal goggles, use punch-kick combos to knock him, and keep moving. After taking enough hits, the ninja malfunctions and readies his final assault.



To defeat the ninja during this phase, let him walk up to you. When he gets close, he'll teleport to your side and throw a punch; so move out of the way when he teleports, and after he throws his punch, retaliate with a punch-kick combo.



Now the ninja is messed up. He's malfunctioning and his armor is short-circuiting. Use your gun! Equip the FA-MAS or the Socom, shoot the ninja from a distance, and then move. If you stand still, he'll materialize next to you and hit you with an electrical field. A few bursts from your rifle should effectively shoo him away.



Level 4 Security Card



Talk to Dr. Emmerich and get the Level 4 Security Card and his Codec frequency. Just call him "Otaccon". Leave Otaccon's lab, go to B2 Map—C) and get the night-vision goggles. The west hall has sentry cannons, so use chaff grenades to disable them.



Take the elevator to B1.

In B1



Enter the bathroom (A), and shoot the guard doing his duty.

Meeting Meryl



Enter (B), and go into the first room along the west wall (C) to get the cardboard box. Now it's time for a little "guard-watching."



Level 5 Security Card

Leave the room and hide behind the pillar outside the women's restroom (D). Confront the guard who uses that restroom—it's Meryl, so don't attack her. Instead, let her spot you (the game won't go into Danger mode when she does) and follow her into the restroom (E). After a lengthy conversation, Meryl gives you the PAL key and a Level 5 Security Card.



Return to (B) and collect the items behind the Security Level 5 doors. Head to the Commander's Room (F). If you're wondering just how tough Meryl is, take a swing at her and find out.

Commander's Room

Once you're inside the Commander's Room, take a stroll around. The room is a dead end, so make for the exit...oops! Too late!

**Boss:
Psycho Mantis**

When Meryl points her gun at you, give her a punch-kick combo. See the distortion flying around her? That's Psycho Mantis! Hit Meryl until she's out cold, but don't kill her; if Meryl dies, it's game over. When the screen goes black, don't worry; it's a stupid inside joke, not a bug.



When Psycho Mantis materializes (and gives you an endless speech), unplug your PlayStation controller from port #1 and plug it into port #2 (trust us, just do it). When the fight begins, equip the thermal goggles and use a punch-kick combo on Mantis. As Mantis flies around the room, he summons objects to attack you. Crawl to avoid these flying objects, and hit Mantis when he stands still. However, when Mantis summons four chairs that encircle him, get far away and shoot him with the Socom.



After you hit Mantis enough times, he summons Meryl to shoot at you and he resumes throwing

objects! Meryl takes top priority: Knock her out like you did before. After she's cold-cooked, punch-kick combo Mantis until his defeat. Plug the controller back into port #1.

Northeast Passage

Exit the Commander's Room via the passage in the northeast corner (G).

Cave

Equip the night-vision goggles and the FA-MAS. Crawl under the north ridge and shoot the wolf-dogs in the cave. Crawl under the low ridge in the southeast corner of the cave.

**Underground Passage**

After Meryl walks around the mines, crawl and pick them all up.



Walk up to Meryl.



Too late—Meryl's down, and you must find a sniper rifle! After Meryl is shot, don't remain in the area; if you stick around, Sniper Wolf will shoot Meryl to pieces. As bad as it sounds, you must leave Meryl.



Return to the Armory.

Meryl In Peril

Remember the Canyon where you fought the M1 tank? Sentry cannons are now active in the area. Use a chaff grenade to disable them, but the grenade also disables your mine detector, so use the thermal goggles to spot the mines in the area. When you enter the Tank Hangar, the laser tripwires in the airlock are deactivated, so run through. Take the elevator to B2.

PSG-1 Sniper Rifle

Enter the room with "PSG-1" written on the door (Armory Map—A). Once inside, equip the thermal goggles. Unfortunately, it takes too long to sneak past the laser tripwires, so you have to trigger the alarm. Unequip the goggles, throw a stun grenade, count out two seconds (one-one thousand, two-one thousand), and run to the north end of the room to get the PSG-1 sniper rifle. The grenade should explode when the guard enters the room. Highlight it out of there and enter the hole in the southwest corner (Armory Map—C). Re-enter the Armory and head to the elevator.



You have the rifle, so get back to Meryl!



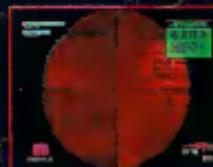
When you reach Nuke Building (Figur 1), stop in front of the half-raised door and equip the PSG-1. Shoot the three guards in the room (because you're not actually in the room with the nuclear warheads, the no weapons rule doesn't apply). Don't worry about the poor controls while using the PSG-1 just yet.

**Boss:
Sniper
Wolf**

When you reach the Underground Passage, look for the red dot that starts tracking you and get moving. After the sniper fires twice, equip the thermal goggles and the PSG-1. While peering through the rifle scope, cycle through your item inventory for Diazepam and take one of this item. Remember the poor PSG-1 controls you encountered earlier? Diazepam temporarily eliminates these problems! Re-equip the thermal goggles.



The hardest part about defeating Sniper Wolf is getting her in your sights. Try to get Wolf in your scope as soon as possible. She likes to hide behind the vertical steel beams, so look for her thermal outline.



If you're hit while trying to spot Wolf, get up and move your position—it takes too long to reposition your scope in her direction when being shot. Once you're in



a new position and Wolf is in your sights, fire away and track her as she moves.

Aftermath

After you defeat Sniper Wolf, head for the tower, climb the stairs, and collect the items. Go to the door in the northeast corner.



After a few turns on Ocelot's electric table, you're placed in a holding cell. Call Campbell, then Otacon. After another session with Ocelot, the guard patrolling your cell gets sick and runs to the bathroom.

Level 6 Security Card

While the guard is gone, Otacon visits. Talk to him, take the items (including the Level 6 Security Card) and crawl under the bed before the guard returns. When the guard checks your cell, wait until he's well into the room before you spring to attack.

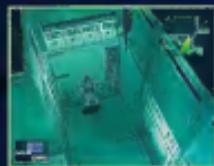
Escape!

Dispose of the guard in a suitable way. Who you tellin' to "shut up" now, punk?

**CAPTURED!****Trying Times**

Don't submit to Ocelot's torture—Meryl's life depends on it! To restore your health during these sequences, rapidly tap Action to resist, or press Activate Codec to submit.

Exit the cell and get your gear—it's next to Ocelot's torture table. Cycle through your item inventory until you find something labeled "Timer E" with a number next to it. Highlight this item and press Action to discard it. The room exit is by the surveillance camera in the northeast corner.



You're back in the cell (where you found the DARPA chief). Throw a chaff grenade to disable the sentry guns and take the elevator to B2. Once there, load up on ammo and supplies—you need them for what's ahead.

The Cameras



While you're in the Armory, go through the door in the middle of the south wall (Armory Map—H). You're in the room where you fought Ocelot. Go through the hole in the south wall and stand in front of the hole in the east wall. Throw a chaff grenade into the room and enter when it detonates.



Open the two security doors along the east wall. Behind the north door is a camera. Get the camera and go back to the place where Meryl was shot.



The moment you enter the room, the game enters Danger mode. Grab the rope, go through the south door, and head up the stairs. You must travel all the way to the top without stopping. Not only are guards hot on your heels as you ascend, but several are waiting on the stairs. Don't make a stand and shoot the guards that approach from behind you—no matter how many you kill they'll keep coming. If you run out of FA-MAS ammo, turn off the thermal goggles and equip stun grenades. Throw the grenades as you move to slow the

THE COMMAND TOWERS

In The Tower



Collect the maximum number of rations and FA-MAS ammo. Enter the tower, go north to the end of the hall, turn west, and use your Security Card to open the door. Before entering the room, equip the FA-MAS and the thermal goggles.



Go through the door.

Command Tower A



The moment you enter the room, the game enters Danger mode. Grab the rope, go through the south door, and head up the stairs. You must travel all the way to the top without stopping. Not only are guards hot on your heels as you ascend, but several are waiting on the stairs. Don't make a stand and shoot the guards that approach from behind you—no matter how many you kill they'll keep coming. If you run out of FA-MAS ammo, turn off the thermal goggles and equip stun grenades. Throw the grenades as you move to slow the

pursuing guards and knock down any in your way.



Here are the floor locations of the guards in your way—the chase begins on floor B3; floor 27 is the top:

- One guard is between floors 06 and 07.
- Two guards are on floor 09. Ignore the door on this floor.
- One guard is between floors 10 and 11.
- One guard is between floors 11 and 12.
- One guard is between floors 13 and 14.
- Two guards are between floors 15 and 16.
- One guard is between floors 17 and 18.
- One guard is between floors 23 and 24.
- One guard is between floors 24 and 25.
- One guard is between floors 25 and 26.

Chopper Attack



After the chopper destroys the antenna, run to the ledge and use the rope you picked up at the bottom of the tower (you did grab the rope, right?). You can't use any items as you descend. Call Campbell by Codec for instructions on how to rappel. On your way down, keep an eye open for rations located on some of the beams.



When you reach the bottom, plant a C4 explosive on the door along the south wall and detonate it. Equip the thermal goggles and look north. Three guards are at the end of the walkway. Equip the PSC-1, use some Diazepam, and start firing. If you're fast enough, you can kill two of the guards before they scatter. Two shots to each guard should do it.

Stinger Missile Launcher



Proceed north down the walkway (to where the guards were), and enter the door around the corner along the west wall. The Hind chopper will take some shots at you, so keep moving. Get the Stinger missile launcher and the box of missiles. Go through the door along the south wall. You're now in Command Tower B.

Command Tower B

Descend the stairs until you reach the dead end (on Floor 2). Now go back upstairs.

Otacon Again

After Otacon leaves, climb the stairs. While ascending, look out for sentry guns on floors 11 (one gun), 15 (two guns), 19 (three guns), and 23 (four guns). On floor 27, collect the missiles and climb the ladder. Beyond the door is the Hind D helicopter.

**Boss:
Hind D
Helicopter**

The Stinger missile launcher is similar to the PSG-1 in that you can't move while it's equipped. Don't use chaff grenades during this fight because they disable the radar and you won't be able to see the Hind's location. Use the small tower on the roof for cover from the Hind's machine-gun fire.



When the Hind flies overhead, equip the Stinger, lock on to it, and fire. After hitting the Hind four or five times, it fires a missile. Use the structure for cover. The bottle then turns into hide-and-seek: The Hind flies low around the building, rising only to fire. Use the radar to track it, and have the Stinger ready to greet it when it rises.



Nothing beats shooting down a \$50 million chopper with a \$2 missile.

To the Elevator

Exit the roof and descend to the elevator on floor 9. If you have any Stinger missiles left, use them on the sentry guns on the stairs.

Ambushed!

In the elevator you're ambushed. Equip the thermal goggles and the FA-MAS. The easiest way to defeat your camouflaged attackers is to

throw them in a corner and use the FA-MAS to keep them there.



Exit the elevator and go through the door along the south wall. Be careful of the sentry cannon in the next room and the two cannons in the room after that.

**Snowfield Map**

SNOWFIELD

Ambushed!

When you enter Snowfield, fire a Nikita missile and take a look around. What's that? Hiding behind the trees on the north side of the field? It's Sniper Wolf! Walk to the middle of the field to start the battle.

**Boss:
Sniper
Wolf**

Retreat to the southeast corner of the field (A) so you can use the high ledges for protection. Face west and fire a Nikita missile. Guide it up the incline to the west (in front of the snow cat) and steer it to Sniper Wolf's position.



Wolf can't shoot Nikita missiles in midair, so she's defenseless.

**Rewards of Battle**

Walk over to the west wall, press against it, and move north. Look out for the crane. When it approaches, crouch to let it pass overhead, then proceed to the end of the ledge. Don't let the crane hit you while you're standing on this ledge—that would be bad. When you reach the walkway, take the stairs to level 1.

Level 1

Metal Gear awaits...

**BLAST
FURNACE****Level 3**

The Blast Furnace is a three-level room; you enter on level 3. A guard is patrolling the area. Use a cardboard box to sneak up on him, then use a punch-kick combo when he's against the rail. If you execute the attack successfully, the guard will fall over the railing and into the lava below. Use the PGC-1 or Stinger (if you're feeling creative) on the other guard across the way.

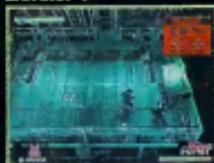


Enter the dark doorway against the south wall. Avoid the steam jets and crawl through the opening along the west wall. Once you're in the next room, stand up, throw a chaff grenade, and quickly gather the items. Exit the Blast Furnace through the door along the north wall on level 1.



THE CARGO ELEVATORS

Elevator 1



Collect the various items, then walk over to the elevator's control panel (it's on the lift) and press Action. As the elevator descends, you're ambushed by three guards. Use stun grenades and the FA-MAS to beat them down. You can also throw the attackers over the side of the elevator with punch/kick combos or by just tossing them.

Relay Point



When the lift stops at the relay point, throw a chaff grenade. After it explodes, run around the corner to the east and stop. Several claymore mines are scattered on the floor in front of the second lift. The mine detector is inoperative here, so use your thermal goggles. Collect the mines because you're going to need them shortly. Take the second elevator.



End of the Line



As you descend on the second lift, ravens begin to fly overhead. At the bottom of the second lift is a door along the north wall. Collect the various items scattered around the room and go through the door.

Warehouse



Remember the gorilla driving the M1 tank you fought earlier? It's time to take him on, man-to-man!

Boss: Vulcan Raven



Claymore mines, C4 explosives, and the Nikita are your best friends during battle with Vulcan Raven. Raven's armed with an M61A1 20mm machine cannon that fires 4000 rounds a minute. He also has excellent range, so forget about taking Raven head-on (unless you have a death wish). Equip the mine detector and the claymore mines, then place the mines in the middle of the four-way junctures. Raven's vision is awesome—he can spot you across the room, so don't let him see you.



Level 7 Security Card



Raven gives you the Level 7 Security Card.

Second Warehouse



In the next room, throw a chaff grenade, then run forward to the door on the other side of the room. Two floor traps are placed in the main stretch, and over 30 (that's right, 30) sentry cannons are mounted on the walls, so speed is of the essence.

UNDERGROUND BASE

Level 1



Metal Gear is dead ahead. Go north, then east, and climb the ladder.

Level 2



Head north, west, north, then west again, and climb the ladder.

PROSTRATEGY GUIDE: METAL GEAR SOLID

Level 3



At the top, follow the east catwalk. Once you clear Metal Gear, use the PSG-1 to take out the guard patrolling the opposite walkway. Backtrack to the ladder that leads up and over Metal Gear and climb it. From the top of Metal Gear, use your scope and zoom in on the control room. Take the ladder down the west side and follow the catwalk to the control room.

Dropped Card



When the game enters Danger mode, return to the ladder and climb back on top of Metal Gear until it stops. Descend to level 1 and backtrack to the room's entrance. Descend the ladder northeast of the room's entrance, then equip the mine detector or the thermal goggles, and jump in the water. Find the dropped PAL Key. Pay attention to any items you may pick up; you could accidentally collect a time bomb. If you pick up one of these items, cycle through your inventory, find the bomb, and discard it.

The First Key



After you retrieve the PAL Key, return to the control room. Before you enter the control room, how-

ever, detonate a chaff grenade. Equip the PAL Key and go to the first laptop computer. After downloading the disc, stand still, detonate another chaff grenade, then exit the room.

The Second Key

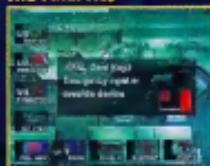


Return to the warehouse where you fought Vulcan Raven, and wait there until the PAL Key freezes and turns blue. The key freezes faster if you don't equip it. Return to the control room and insert the frozen PAL Key into the second laptop.



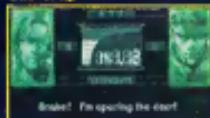
One key left.

The Final Key



Pick up the maximum number of chaff grenades, nades, and Stinger missiles. Go to the Blast Furnace, and wait there until the key warms up and turns red. Be careful when you go through the warehouse—guards are now patrolling the room. Call Mei Ling and save your game. Return to the control room and insert the PAL Key into the last laptop computer.

Gas Trap



Brook! I'm opening the door!

When gas fills the room, put on the gas mask and call Otacon. Keep calling until he opens the door. When you leave the control room, follow Liquid Snake around the corner.



UNDERGROUND SUPPLY ROUTE

Rex Is Next



Now you fight Metal Gear Rex

BOSS: Metal Gear Rex



The first round against Metal Gear Rex is easy to survive. Throw a chaff grenade, equip the Stinger, lock on to Rex's radome, and fire. Don't worry about the missiles Rex lobbs at you; just run away from them. Repeat this cycle until the second round.



The second round against Rex is a little tougher. Stay close and behind him, but be careful of his laser. When Rex stops moving, equip the Stinger, lock on to the cockpit, and fire. Patience and proximity are the keys. Don't give Rex any distance; if you let him get too far away from you, he can fire his machine gun and guided missiles.



Boss:
Liquid Snake

Now it's time to fight Liquid hand-to-hand. You must defeat him before time expires. If you're knocked over the edge during the fight, press Up and any button rapidly to climb back up. Use hit-and-run tactics and press Duck In order to avoid his retaliatory roundhouse kick.



Throwing Liquid just wastes time, so stick to punching.



Liquid's attacks get nastier as his lifebar goes down. His deadliest attack is the headbutt charge. When Liquid bows his head and charges, get out of his way. If he misses, he's briefly vulnerable to a punch/kick combo.

**ESCAPE ROUTE****The Home Stretch**

After Liquid's defeat, you're reunited with Meryl. Time to leave. Before you make a hasty departure, run into the room with the wreckage from Metal Gear Rex, and grab the rations.



When you enter the garage, run to the left side of the jeep parked on the right side of the garage (in spot 02). The guards attack one at a time; give each one a neck snap when they're close. Once Meryl starts the jeep, run over to it. Man the machine gun and shoot the barrels on the north wall to blow open the gates.

**Checkpoint 1**

At the first checkpoint, shoot the two barrels in front of each gate.

Checkpoint 2

When the jeep stops at the second checkpoint, quickly shoot the three guards.

Liquid Attacks

But it's not over yet—Liquid's in hot pursuit...and he's pissed! Don't try to pinpoint Liquid with the machine gun; instead, weave your machine gun fire in front of him to ensure a hit. After a few hits, he rams your jeep from behind. Keep weaving gunfire in front of him. Liquid drives alongside you, then pulls ahead. Keep weaving that gunfire. Eventually, Meryl sees daylight, and then...



You'll just have to finish Liquid yourself to see what happens.

GamePro Presents

MEDIEVIL

PLAYSTATION PROSTRATEGY GUIDE

BONUS!
Free 8-Page
Strategy Guide



- DEAD MAN'S PARTY!
- SECRETS REVEALED!
- FIND THE CHARLIES!
- BOSSSES DEFECTED!
- BEAT THE PUMPKIN KING, ANT QUEEN, AND OTHER BIG-TIME BRADDIES!
- WICKED WEAPONS!
- CROSSBOWS, SPEARS, SWORDS, AXES, AND THE ALL-POWERFUL DRUMSTICK!



MEDIEVIL: THE BONE-CHILLING CHALICE CHASE

If you haven't bought MediEvil yet, get off your bony butt and get it! If you have the game, but are having trouble finding the Chalice, here's some help—along with a few tips on some of the more challenging areas.

By Scary Larry

THE GRAVEYARD

Chalice Challenge



Grab the Chalice behind the hollowed angel near the center of the level. Whack the angel and her heavenly gaze opens the gates!

Challenge ProTip



When running across the river to reach the last gate, make sure you use the submerged bridge or you'll sink to your death—again!

Chalice Reward



Canny Tim rewards the first Chalice discovery with the crossbow. The crossbow's a good weapon to use against flying creatures and distant targets, but it has limited ammo (which you can buy from any supply gargoyle).

CEMETERY HILL

Chalice Challenge



The Chalice is in the cave to the right of the level entrance. Once inside the cave, light the club in the library (hidden behind the bookshelf), then enter the main room and light the center fountain. Now check the newly opened cells for the Chalice. Also, make sure to grab the Witches' Talisman from the adjoining cell.

Challenge ProTip



You can't get into the cave unless you have the club. Climb the hill. When you reach the top, the two gargoyles self-destruct. Wind your way back down the hill and jump into the walled area near the bottom left of the mountain. The club is in the chest.

Chalice Reward



Go back to Canny Tim and receive a Life Bottle for the Chalice.

Map of MediEvil



CANNY TIM



CANNY TIM

THE HILLTOP MAUSOLEUM

Chalice Challenge



After grabbing the Earth Rune and the Moon Rune, return to the room with the three stained-glass windows and take the hall leading to the room that requires the Moon Rune for entry. Here you'll find another rune—and a sheet of music you need to get the Chalice. After snagging the sheet, go back to the room where you found the Moon Rune (it has

a large stained-glass demon on the wall) and take the door to the right. Give the sheet music to the phantom and he opens the door to the Chalice.

Challenge ProTip



Ready the crossbow, and when the glass demon stands at the center of the room, aim and fire. Make sure the crossbow's glowing indicator is on the demon's heart before firing.

Chalice Reward



Back at the Hall of Heroes, Sir Stanyer Iron Hewer rewards you with the hammer. Now you can bash things like you did with the club, but the hammer never runs out. When you hold the Secondary/Power Attack button to charge it, the hammer lets out an explosive thump.

**STANYER**

RETURN TO THE GRAVEYARD

Chalice Challenge



The Chalice is inside the cavern marked "Undertakers," which is located past the Skull Gate (use the Skull Key to open it). You'll probably have to travel past the Chalice to collect 100 percent of the souls.

Challenge ProTip



The Guardians of the Graveyard are two putrid puppies! The dogs will disappear into a cloud or a trail of spirit sprites, so simply wait until the trail of spirits comes close to you, then swing away before the demon doggies maulize. After you defeat the mutts, you'll receive the Shoulder Dash.

Chalice Reward



Back to Stanyer, this time for a measly three chests of gold. Oh well, being a hero ain't easy.

**STANYER**

SCARECROW FIELDS

Chalice Challenge



The Chalice is hidden in the cornfield. If only you had a machine that could cut through the corn!

Challenge ProTip



Go through the entire level. Before you leave, check the last granary mill. There are two exits: One leads to the level's end, the other leads to a clearing with a vial and the Harvester cog. Return to the shed, lower the Harvester, insert the cog, and follow the Harvester's trail through the cornfield until you reach the Chalice and the other goodies.

Chalice Reward



Woden the Mighty punishes you and the people of Gallowmere, so he gives you the broadsword, which is more powerful than the short sword. The broadsword is good for close-range combat.

**WODEN**

PUMPKIN GORGE

Chalice Challenge



At the beginning of the level, take the small cave entrance to your right. Eventually you'll come to a rune and a chest containing a club. Before you leave the area near these items, pound on the walls. One wall turns yellow, indicating a weak wall. Open the wall and follow it to the Chalice.

Challenge ProTip



The hardest part of this level is actually seeing where to go. Several areas look alike but have different paths. The hidden Chalice path is one; another is the area just to the right of the last elevator mushroom in the river, which takes you to another rune.

Chalice Reward



The Hall of Heroes awaits with another worthy prize. Return to Woden the Mighty to collect a couple of chests of gold.



WODEN

THE PUMPKIN SERPENT

Chalice Challenge



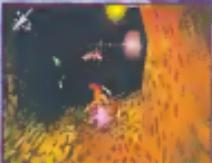
After defeating the Pumpkin Serpent, jump into the well near the level's entrance. The Chalice is in the pool below.

Challenge ProTip



Use the Witches' Talisman on the pot near the entrance. After you've defeated the Pumpkin Serpent, go back to the pot, and the witch gives you half of a Dragon Gem. To defeat the Pumpkin King, slash at its roots and use the two explosive chests nearby to seal its aqua-lady fate!

Chalice Reward



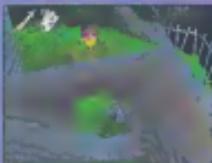
The second level of the Hall of Heroes is now open for business, and the first statue to give up the goods is the Warrior Queen. She sends you back out to battle with a spear, which has more power than any of your other throwing weapons so far. The spear, however, is limited to 30.



WARRIOR QUEEN

THE SLEEPING VILLAGE

Chalice Challenge



The challenge is to not kill the zombified villagers; instead, find the Rune Stones and make your way to the buildings above the lake. The Chalice is next to the mayor's house.

Challenge ProTip



The Sleeping Village is complicated, so follow these directions:

1. Lower the water level (near the river) to score the Chaos Rune.

2. Inside the library, break the bookshelf to get the crucifix cast.
3. Go into one of the houses and grab the Moon Rune.
4. Then go into another house and place a barrel on the switch.

Use the Moon Rune to enter the gate. Go downstairs.

5. Break the barrels near the gate in the lower right of the screen. Grab the Earth Rune.

6. Run back to the church. Place the Earth Rune in the slot, break the barrels, and set the switch.

7. Go back upstairs and grab the Landlord's Bust.

8. Take the Landlord's Bust and the crucifix cast and drop them in the furnace of the smithy's shop. After activating the pump, return the crucifix to the church.

9. You'll then get the key to the safe. Proceed to the gate shown in the automistic sequence and climb the roof of the mayor's house. Enter through the chimney.

10. Use the key on the safe and receive the Shadow Artifact. Now go back to the gate surrounded by the guards, dispose of the patrol and go for the Chalice. Exit the level when you're done.

Chalice Reward

Ravenhooves, the last prince of the centaurs, gives you the longbow, which is more powerful than the crossbow.



RAVENHOOVES

THE ASYLUM GROUNDS

Chalice Challenge



The Chalice is easy to spot—it's behind the elephant. But getting the elephant to move and free up more souls for the Chalice is a challenge. Find the Chess Runes and open the area near the entrance to release a mouse. Have the mouse follow you to the elephant. The elephant rears up, opening the area behind it.

Challenge ProTip



Solving the riddles is fairly easy. For the first riddle, find all the star-shaped shrubs and hack them down. To solve the second riddle, find the clown shrubbery and arrange the smiling faces so that they form an audience for the clown. To solve the third riddle, simply find the elephant and lead the mouse to it. For the final

riddle, go into the pit and arrange the torches so they light up the room. As a small reward, arrange the chess pieces on their corresponding color to free the mayor in a bonus-round game.

Chalice Reward



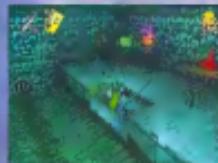
Go to Stunguard, the bearer of the Magic Shield. If you use it properly, the Shield will render you just about invincible.



STUNGUARD

INSIDE THE ASYLUM

Chalice Challenge



The Chalice is directly across from the mayor. The mayor, however, is buried somewhere in the cellar, which means you must battle hundreds of madmen just to get to him. Try the powered-up broadsword—it has the best chance of cutting through.

Challenge ProTip



The level is pretty self-explanatory. Simply kill enough zombies and lunatics to open the doors. Go through all the open doors and you eventually reach the mayor (grab the Dragon Gem, too). After the Hall of Heroes, journey to the Enchanted Earth.

Chalice Reward



Bloodmonath Skull Cleaver (nice name) has an axe to grind with you. You can swing his weapon like a regular axe or throw it like a homing missile.

BLOODMONATH



THE ENCHANTED EARTH

Chalice Challenge



The first Chalice is hidden inside a sub-game involving the Witch of the Forest. Go to her (her pot is to the left of the entrance) and follow her directions. If you succeed in your quest (finding seven pieces of amber, freeing six faeries, and defeating the Ant Queen), the Witch will give you the chicken drumstick. The fae will grant you passage to the Hall of Heroes.

Challenge ProTip



Defeating the Ant Queen is easy if you have spears. Simply destroy her drones, and when she raises her head to release the boulders in her caves, let her have it with the spears. She'll be defeated in about two rounds. Use the hammer on the ants.

Chalice Reward



Go back to Ravenhooves, who gives you the flaming longbow. This will be great against air-borne enemies in the coming levels. Now return to the Enchanted Earth level.



RAVENHOOVES

Chalice Challenge

The Chalice awaits you underground. A simple turn of the pyramid unlocks the doors. But go back to the surface to find more souls to fill the Chalice.

Challenge ProTip

To solve the floor puzzle, use the Shadow Artifact on the door that's set in the statue head. You'll release the gates, but will still be many souls short of 100 percent.

Chalice Reward

Return to Bloodmonath, who gives you three chests of gold.

BLOODMONATH
POOLS OF THE ANCIENT DEAD**Chalice Challenge**

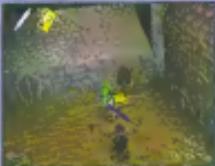
The Chalice is in plain sight to the far right of the entrance. Gather up eight Soul Helmets, then kill off the remaining enemies to fill it up. Take all of it to the boathouse, who sits just to the left of the level's entrance.

Challenge ProTip

Stay away from the edges. Even though you'll be sorely tempted to butt enemies off the ledge, you risk getting dumped to a muddy death. Use the hammer and pound them into the water.

Chalice Reward

Go to the statue of Dirk Swardst and receive the Magic Sword. Use this against the majority of the remaining enemies, but not airborne ones.

DIRK
THE LAKE**Chalice Challenge**

The Chalice is in the middle of the lake. Getting souls for the Chalice is the challenge—and the only way to gather enough is to stand in front of the wall-mounted eyeballs called Watchers, who send Lake Demons your way whose souls will fill up your Chalice. If you slash at the eyeballs, you'll come up short of souls.

Challenge ProTip

Gather the three runes to stop the whirlpool machine. Once the machine stops (and you've killed almost every Lake Demon), jump into the center. Walk down the path and find the Chalice. Head for the Crystal Caves (the entrance has a talking gargoyle—you'll know when you're there).

Chalice Reward

Ravenhooves gets in on the magic act with the Magic Longbow. It exceeds the power of any other bow-and-arrow type of weapon you have.

RAVENHOOVES

THE CRYSTAL CAVES

Chalice Challenge



Finding the Chalice is no biggie—it's just to the right of the cave's entrance. Beware of item-stealing Imps and winged harpies along the way. They try to knock you off the path and into the abyss as you make your way to the Chalice.

Challenge ProTip



Winged creatures abound—use the Flaming Arrow against them (it attacks them as it burns). To get the Dragon Armor, use the Dragon Gems on the wall near the dragon's lair, then pound the ground around the dragon's mound, which releases boulders that hit him in the head.

Chalice Reward



Go directly to the door at the middle of the stairs. There, Dame Fortune (or whatever her name is) smiles on you and rewards you with the lightning bolts. Powerful but limited (because they can't be recharged), the lightning is good against tough enemies like the Shadow Demons.

**DAME FORTUNE**

THE GALLows GRUNTLET

Chalice Challenge



The Chalice is near the Dragon's Mouth entrance, but the switch to activate the gate is to the right of this altar. Activate all the other switches in the room beyond the Dragon's Mouth, and the gate will open.

Challenge ProTip



Use your Dragon Armor to get past the Dragon's Mouth. Fire works well against the undead here, too. There are two exits to this room; take the one behind the Star Rune gate.

Chalice Reward



Ravenhooves has a Life Bottle for you—you're going to need it.

**RAVENHOOVES**

THE HAUNTED RUINS

Chalice Challenge



The Chalice is on the second tower to the left of the level's entrance. Make sure that you save the farmers from death so you have enough souls in the Chalice while you're running at the end of the level.

Challenge ProTip



Here's another complicated one:

- Steer the chickens toward the feed on the bridge; they'll eat their way to a switch.

- Kill the Shadow Demons, then pound out the fires under the farmers. Hit the switch to release the farmers.

- Run along the outside walls until you find the Chaos Rune.

- Run to the top level and use the Chaos Rune on the door.

- Fall through the floor in King Peregrine's chamber and, after the stone bridge, take the doorway on the left.

- Place Peregrine's crown on the throne in his chamber. He'll take you to the lava switch.

- Hit the switch and butt the two golems off the edge of the castle walls. Grab the Earth Rune and run for the Chalice.

- Kill all Shadow Demons along the way. You should have 100 percent of the souls just before getting to the Chalice.

- Use the Earth Rune to stop the oil from spreading.

- Place yourself in the cata-pult and fly over the wall.

Chalice Reward



It seems like a gyp, but all the Warrior Queen gives you are two used vials.

**WARRIOR QUEEN**

THE GHOST SHIP

Chalice Challenge



The Chalice is hidden in a crow's-nest. Remember that fan-like machine turning in the middle of the ship? Jump on one of the blades, and it takes you to a cage which in turn takes you to the crow's-nest with the Chalice.

Challenge ProTip



Knocking off the limping boss is no easy feat. Use the fire in front of you to light the club, then light each cannon until you've lit him five times. And beware of those piles of bones—they come to life during the battle.

Chalice Reward



Go back to Stumguard, who rewards you with four chests of gold.

ZAROK'S LAIR

The
End

Chalice Challenge



Place the Chalice on the shield in the center of the arena.

Challenge ProTip



Zarok summons his forces. You call out yours. The battle begins. Use the good lightning rods (there's a chest in the corner) and charge up your army man by man.

THE ENTRANCE HALL

Chalice Challenge



After defeating the Imps in the foyer, travel down a hall that splits to the left and the right. Take the right hall and look for the Chalice.

Challenge ProTip



The trick here is keeping the Imps from stealing your equipment. The Magic Sword makes quick work of them, but if they steal it, you'll have to battle them with the throwing axe.

Chalice Reward



Dirk Steadfast has a Life Bottle with your name written on it.



THE TIME DEVICE

Chalice Challenge



See the Chalice encased in crystal? Hit the gravestone, then reposition the rays so that they destroy the crystal. Now the Chalice is yours when the souls are filled to the brim.

Challenge ProTip



To open the gates, you must reset the hands on the master clock. Disable the red-ray machines to get a Moon Rune and a Life Bottle. Move the pointer on Zarok's train and search the land.

Chalice Reward



Your real reward is that you can now take your place in the Hall of Heroes. Afterwards, go to the woman at the middle of the staircase and she coughs up three used vials for you. It's the last stop before Zarok.

The honor of Gallowmere has been defended! Take your rightful place amongst the heroes of King Peregrine's reign!

Funoland Superstore



SNES

Aerobics	\$10
Brimstone & Egg	\$11
Donkey Kong City	\$10
Earthbound	\$25
Ghosts 'n Goblins	\$10
Indy 4Ever	\$10
Justify	\$10
Kid's Superstar	\$10
Lost King	\$10
Mario Kart	\$10
NBA Live	\$10
Ogre Battle	\$20
PGA Golf	\$10
Romancing SaGa 2	\$10
Star Fox 64	\$10
Turbo GT	\$10
Yoshi's Island	\$20

Nintendo

Bubble Bobble	\$10
Contra	\$10
Dragon Warrior 2	\$10
Eccardus	\$10
Final Fantasy	\$10
Legend of Mana	\$10
Logan's Alley	\$10
Forward	\$10
Jumperdy	\$10
Kirby's Pin	\$10
Magical Box	\$10
Neon Challenge	\$10
Cave Story	\$10
Castlevania: Dracula's Curse	\$10
Pirates	\$10
Robotron	\$10
Super Paper Boy	\$10
Tetris Steel	\$10
Wings of Despair	\$10
Yester Castle	\$10
Zelda 2	\$10

1000's More Titles Available!

Want Something? Can't Find It?

WE'VE GOT IT!

We Sell
Previously Played
Video Games, Decks &
Accessories
at Great Prices.

PlayStation



PlayStation

Aces Trilogy	\$15
Bethesda Titles	\$10
Crash Bandicoot	\$10
D	\$25
Hellfire: Prequel	\$25
Ico	\$10
Independence Day	\$10
Jet Set Radio	\$10
John Carter of Mars	\$10
Kid Icarus	\$10
LocoRoco	\$10
Mortal Kombat Trilogy	\$10
Nasir	\$25
Open Sesame	\$10
Postal Rage	\$10
Resident Evil	\$20
Sanity Crisis	\$20
StarCity 2000	\$20
Tomb Raider	\$10
V-Rally Racing	\$10
Wipeout	\$10

GameBoy



Allison	\$10
Amber	\$10
California Adv.	\$10
DR. Mario	\$10
Flight 2000	\$10
Heroes of Fear	\$10
Horizon	\$10
In Your Face	\$10
Johnathan 95	\$10
Jurassic Park	\$10
My Guy	\$10
Mythic	\$10
Myst 2	\$10
Myst 3	\$10
Myst 4	\$10
Myst 5	\$10
Myst 6	\$10
Super Mario Land 2	\$10
Tetris	\$10
THWKT	\$10
Zach Link	\$10



Saturn



Anyht Racing	\$10
Bally Ballz	\$10
Big	\$10
Blazing USA	\$10
Golden Axe Dual	\$10
Iron Stern	\$10
Legend of Gales	\$10
Myst	\$10
MTV Club 95	\$10
Off Road Extreme	\$10
Phrasa Action	\$10
Rock Bonk	\$10
Robot War Champ	\$10
Shining Phoenix	\$10
Theme Park	\$10
Ultimate 1993	\$10
Ultimate Tennis	\$10
Ultimate X-Sport	\$10
Ultimate X-Sport	\$10
WWF Arcade	\$10

Game Gear

Atari Blitz	\$10
Karate Fever	\$10
ChessMaster	\$10
Dot of Doom	\$10
Darkstone: Jen	\$10
Hack	\$10
Incredible Hulk	\$10
Jameson: Power	\$10
Jameson: Power Gold	\$10
Mortal Kombat 2	\$10
Mika-Jane: Icons	\$10
Myst: Book of Life	\$10
Plan 9: Racer	\$10
Space Invaders	\$10
Space Invaders 2	\$10
Space Invaders 3	\$10
Space Invaders 4	\$10
Space Invaders 5	\$10
Space Invaders 6	\$10
Space Invaders 7	\$10
Space Invaders 8	\$10
Space Invaders 9	\$10
Space Invaders 10	\$10
Space Invaders 11	\$10
Space Invaders 12	\$10
Space Invaders 13	\$10
Space Invaders 14	\$10
Space Invaders 15	\$10
Space Invaders 16	\$10
Space Invaders 17	\$10
Space Invaders 18	\$10
Space Invaders 19	\$10
Space Invaders 20	\$10
Space Invaders 21	\$10
Space Invaders 22	\$10
Space Invaders 23	\$10
Space Invaders 24	\$10
Space Invaders 25	\$10
Space Invaders 26	\$10
Space Invaders 27	\$10
Space Invaders 28	\$10
Space Invaders 29	\$10
Space Invaders 30	\$10
Space Invaders 31	\$10
Space Invaders 32	\$10
Space Invaders 33	\$10
Space Invaders 34	\$10
Space Invaders 35	\$10
Space Invaders 36	\$10
Space Invaders 37	\$10
Space Invaders 38	\$10
Space Invaders 39	\$10
Space Invaders 40	\$10
Space Invaders 41	\$10
Space Invaders 42	\$10
Space Invaders 43	\$10
Space Invaders 44	\$10
Space Invaders 45	\$10
Space Invaders 46	\$10
Space Invaders 47	\$10
Space Invaders 48	\$10
Space Invaders 49	\$10
Space Invaders 50	\$10
Space Invaders 51	\$10
Space Invaders 52	\$10
Space Invaders 53	\$10
Space Invaders 54	\$10
Space Invaders 55	\$10
Space Invaders 56	\$10
Space Invaders 57	\$10
Space Invaders 58	\$10
Space Invaders 59	\$10
Space Invaders 60	\$10
Space Invaders 61	\$10
Space Invaders 62	\$10
Space Invaders 63	\$10
Space Invaders 64	\$10
Space Invaders 65	\$10
Space Invaders 66	\$10
Space Invaders 67	\$10
Space Invaders 68	\$10
Space Invaders 69	\$10
Space Invaders 70	\$10
Space Invaders 71	\$10
Space Invaders 72	\$10
Space Invaders 73	\$10
Space Invaders 74	\$10
Space Invaders 75	\$10
Space Invaders 76	\$10
Space Invaders 77	\$10
Space Invaders 78	\$10
Space Invaders 79	\$10
Space Invaders 80	\$10
Space Invaders 81	\$10
Space Invaders 82	\$10
Space Invaders 83	\$10
Space Invaders 84	\$10
Space Invaders 85	\$10
Space Invaders 86	\$10
Space Invaders 87	\$10
Space Invaders 88	\$10
Space Invaders 89	\$10
Space Invaders 90	\$10
Space Invaders 91	\$10
Space Invaders 92	\$10
Space Invaders 93	\$10
Space Invaders 94	\$10
Space Invaders 95	\$10
Space Invaders 96	\$10
Space Invaders 97	\$10
Space Invaders 98	\$10
Space Invaders 99	\$10
Space Invaders 00	\$10
Space Invaders 01	\$10
Space Invaders 02	\$10
Space Invaders 03	\$10
Space Invaders 04	\$10
Space Invaders 05	\$10
Space Invaders 06	\$10
Space Invaders 07	\$10
Space Invaders 08	\$10
Space Invaders 09	\$10
Space Invaders 10	\$10
Space Invaders 11	\$10
Space Invaders 12	\$10
Space Invaders 13	\$10
Space Invaders 14	\$10
Space Invaders 15	\$10
Space Invaders 16	\$10
Space Invaders 17	\$10
Space Invaders 18	\$10
Space Invaders 19	\$10
Space Invaders 20	\$10
Space Invaders 21	\$10
Space Invaders 22	\$10
Space Invaders 23	\$10
Space Invaders 24	\$10
Space Invaders 25	\$10
Space Invaders 26	\$10
Space Invaders 27	\$10
Space Invaders 28	\$10
Space Invaders 29	\$10
Space Invaders 30	\$10
Space Invaders 31	\$10
Space Invaders 32	\$10
Space Invaders 33	\$10
Space Invaders 34	\$10
Space Invaders 35	\$10
Space Invaders 36	\$10
Space Invaders 37	\$10
Space Invaders 38	\$10
Space Invaders 39	\$10
Space Invaders 40	\$10
Space Invaders 41	\$10
Space Invaders 42	\$10
Space Invaders 43	\$10
Space Invaders 44	\$10
Space Invaders 45	\$10
Space Invaders 46	\$10
Space Invaders 47	\$10
Space Invaders 48	\$10
Space Invaders 49	\$10
Space Invaders 50	\$10
Space Invaders 51	\$10
Space Invaders 52	\$10
Space Invaders 53	\$10
Space Invaders 54	\$10
Space Invaders 55	\$10
Space Invaders 56	\$10
Space Invaders 57	\$10
Space Invaders 58	\$10
Space Invaders 59	\$10
Space Invaders 60	\$10
Space Invaders 61	\$10
Space Invaders 62	\$10
Space Invaders 63	\$10
Space Invaders 64	\$10
Space Invaders 65	\$10
Space Invaders 66	\$10
Space Invaders 67	\$10
Space Invaders 68	\$10
Space Invaders 69	\$10
Space Invaders 70	\$10
Space Invaders 71	\$10
Space Invaders 72	\$10
Space Invaders 73	\$10
Space Invaders 74	\$10
Space Invaders 75	\$10
Space Invaders 76	\$10
Space Invaders 77	\$10
Space Invaders 78	\$10
Space Invaders 79	\$10
Space Invaders 80	\$10
Space Invaders 81	\$10
Space Invaders 82	\$10
Space Invaders 83	\$10
Space Invaders 84	\$10
Space Invaders 85	\$10
Space Invaders 86	\$10
Space Invaders 87	\$10
Space Invaders 88	\$10
Space Invaders 89	\$10
Space Invaders 90	\$10
Space Invaders 91	\$10
Space Invaders 92	\$10
Space Invaders 93	\$10
Space Invaders 94	\$10
Space Invaders 95	\$10
Space Invaders 96	\$10
Space Invaders 97	\$10
Space Invaders 98	\$10
Space Invaders 99	\$10
Space Invaders 00	\$10
Space Invaders 01	\$10
Space Invaders 02	\$10
Space Invaders 03	\$10
Space Invaders 04	\$10
Space Invaders 05	\$10
Space Invaders 06	\$10
Space Invaders 07	\$10
Space Invaders 08	\$10
Space Invaders 09	\$10
Space Invaders 10	\$10
Space Invaders 11	\$10
Space Invaders 12	\$10
Space Invaders 13	\$10
Space Invaders 14	\$10
Space Invaders 15	\$10
Space Invaders 16	\$10
Space Invaders 17	\$10
Space Invaders 18	\$10
Space Invaders 19	\$10
Space Invaders 20	\$10
Space Invaders 21	\$10
Space Invaders 22	\$10
Space Invaders 23	\$10
Space Invaders 24	\$10
Space Invaders 25	\$10
Space Invaders 26	\$10
Space Invaders 27	\$10
Space Invaders 28	\$10
Space Invaders 29	\$10
Space Invaders 30	\$10
Space Invaders 31	\$10
Space Invaders 32	\$10
Space Invaders 33	\$10
Space Invaders 34	\$10
Space Invaders 35	\$10
Space Invaders 36	\$10
Space Invaders 37	\$10
Space Invaders 38	\$10
Space Invaders 39	\$10
Space Invaders 40	\$10
Space Invaders 41	\$10
Space Invaders 42	\$10
Space Invaders 43	\$10
Space Invaders 44	\$10
Space Invaders 45	\$10
Space Invaders 46	\$10
Space Invaders 47	\$10
Space Invaders 48	\$10
Space Invaders 49	\$10
Space Invaders 50	\$10
Space Invaders 51	\$10
Space Invaders 52	\$10
Space Invaders 53	\$10
Space Invaders 54	\$10
Space Invaders 55	\$10
Space Invaders 56	\$10
Space Invaders 57	\$10
Space Invaders 58	\$10
Space Invaders 59	\$10
Space Invaders 60	\$10
Space Invaders 61	\$10
Space Invaders 62	\$10
Space Invaders 63	\$10
Space Invaders 64	\$10
Space Invaders 65	\$10
Space Invaders 66	\$10
Space Invaders 67	\$10
Space Invaders 68	\$10
Space Invaders 69	\$10
Space Invaders 70	\$10
Space Invaders 71	\$10
Space Invaders 72	\$10
Space Invaders 73	\$10
Space Invaders 74	\$10
Space Invaders 75	\$10
Space Invaders 76	\$10
Space Invaders 77	\$10
Space Invaders 78	\$10
Space Invaders 79	\$10
Space Invaders 80	\$10
Space Invaders 81	\$10
Space Invaders 82	\$10
Space Invaders 83	\$10
Space Invaders 84	\$10
Space Invaders 85	\$10
Space Invaders 86	\$10
Space Invaders 87	\$10
Space Invaders 88	\$10
Space Invaders 89	\$10
Space Invaders 90	\$10
Space Invaders 91	\$10
Space Invaders 92	\$10
Space Invaders 93	\$10
Space Invaders 94	\$10
Space Invaders 95	\$10
Space Invaders 96	\$10
Space Invaders 97	\$10
Space Invaders 98	\$10
Space Invaders 99	\$10
Space Invaders 00	\$10
Space Invaders 01	\$10
Space Invaders 02	\$10
Space Invaders 03	\$10
Space Invaders 04	\$10
Space Invaders 05	\$10
Space Invaders 06	\$10
Space Invaders 07	\$10
Space Invaders 08	\$10
Space Invaders 09	\$10
Space Invaders 10	\$10
Space Invaders 11	\$10
Space Invaders 12	\$10
Space Invaders 13	\$10
Space Invaders 14	\$10
Space Invaders 15	\$10
Space Invaders 16	\$10
Space Invaders 17	\$10
Space Invaders 18	\$10
Space Invaders 19	\$10
Space Invaders 20	\$10
Space Invaders 21	\$10
Space Invaders 22	\$10
Space Invaders 23	\$10
Space Invaders 24	\$10
Space Invaders 25	\$10
Space Invaders 26	\$10
Space Invaders 27	\$10
Space Invaders 28	\$10
Space Invaders 29	\$10
Space Invaders 30	\$10
Space Invaders 31	\$10
Space Invaders 32	\$10
Space Invaders 33	\$10
Space Invaders 34	\$10
Space Invaders 35	\$10
Space Invaders 36	\$10
Space Invaders 37	\$10
Space Invaders 38	\$10
Space Invaders 39	\$10
Space Invaders 40	\$10
Space Invaders 41	\$10
Space Invaders 42	\$10
Space Invaders 43	\$10
Space Invaders 44	\$10
Space Invaders 45	\$10
Space Invaders 46	\$10
Space Invaders 47	\$10
Space Invaders 48	\$10
Space Invaders 49	\$10
Space Invaders 50	\$10
Space Invaders 51	\$10
Space Invaders 52	\$10
Space Invaders 53	\$10
Space Invaders 54	\$10
Space Invaders 55	\$10
Space Invaders 56	\$10
Space Invaders 57	\$10
Space Invaders 58	\$10
Space Invaders 59	\$10
Space Invaders 60	\$10
Space Invaders 61	\$10
Space Invaders 62	\$10
Space Invaders 63	\$10
Space Invaders 64	\$10
Space Invaders 65	\$10
Space Invaders 66	\$10</

FIGHTER'S EDGE

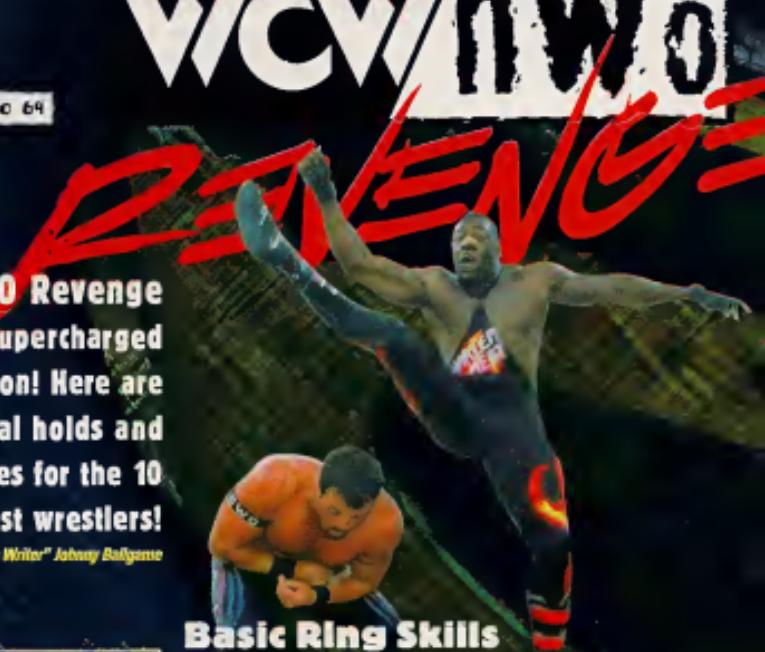
GAME-WINNING COMBOS AND STRATEGIES

WCW/nWo

Nintendo 64

WCW/NWO Revenge
is full of supercharged
splexing action! Here are
all the special holds and
finishing moves for the 10
best wrestlers!

By "The People's Writer" Johnny Ballewne



Basic Ring Skills

Controller Legend



Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated button or direction in sequence.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

War of Weapons

Acquiring a Weapon



If you're getting beat down in the ring or you just want to inflict more damage on your opponent, climb outside the ring and grab a weapon. To pick up a weapon, walk over to the railing by the crowd, and while facing the fans, tap top-C. To bring the weapon into the ring, face the ring and tap bottom-C.

Swing, Batter, Swing!



When your opponent is standing, you can strike him with a weapon three ways: 1) swing the weapon from the side, tap B. 2) swing the weapon from overhead, charge B for two seconds. To knock him silly with a weapon swing while running, tap bottom-C, B.

Pummel the Bastard!



If your opponent is on the ground, stand over him and tap B to pummel him.



Secret Characters

Champions

U.S.	U.S. Champion
World	World Champion
Tag Team	Tag Team Champion
Crown	Crown Champion
Television	Television Champion

Hidden

WCW	WCW Champion

To uncover the six Hidden wrestlers, you must win all the WCW titles in Championship mode. With every title, you're given a new hidden wrestler to play. Here is the list of hidden wrestlers and the titles you must win to uncover them:

Wrestlers:
Curt Hennig
Roddy Piper
Meng and the Barbarian
Kidman
Kaneva

Championship:
U.S. Heavyweight
World Heavyweight
Tag Team
Crownweight
Television

Note: You must first win the U.S. title to unlock the Hidden Heavyweight division, and you must win the Crownweight championship to unlock the Hidden Television division.

Sneaky Strikes

Get Back



If you're knocked down during a match, while rising, hold R to duck into a crouch position. Tap B when near your opponent to surprise him with a hard-hitting move.

Reversals and Counters

Reversal



To perform a reversal, tap R while pressing the directional pad in any direction when your opponent begins his move.

Counter



If your opponent attempts to punch or kick you, tap R while pressing the directional pad in any direction to block his move and counter with an attack of your own.

Manager Beat-Down

Beat 'Em Up



During exhibition matches, managers stand at ringside to cheer on their wrestlers. Climb outside the ring to beat them down.

Taunts

Dancing Fools



To taunt your opponent during a match, tap the analog stick in any direction.

THE FIGHTER'S EDGE

Goldberg

Special Attacks

Note: Perform the following moves when close to your opponent.

Punch/Kick

Tap B

Sedan Punch

Charge B for two seconds

Spin Kick



Charge (+ B) or charge (+ B) or charge (+ B) or charge (+ B) for two seconds

Irish Whirl

Tap A to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C)

Knee Lift

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A)

Forearm Smash

Tap A to grab your opponent, tap (+ A)

Fireman's Carry

Tap A to grab your opponent, tap (+ A)

Roll-Away Press Slam



Tap A to grab your opponent, tap (+ B)



Drop BBT

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Power Slam

Tap A to grab your opponent, tap (+ B)

Double-Underhook Suplex



Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A)

Power-LIL

Shoulder Breaker

Charge A for two seconds to grab your opponent, tap (+ A)

Rolling Table Lock



Charge A for two seconds to grab your opponent, tap (+ B)

Combo



Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Knee Lift

While in the Combo stance, tap B

Double-Forearm Smash

While in the Combo stance, tap (+ B)

Kick

While in the Combo stance, tap (+ B)

Might Punch

While in the Combo stance, tap (+ B)

Left Punch

While in the Combo stance, tap (+ B)

Double-Underhook Suplex

While in the Combo stance, tap A

Jacked In the Back

Note: Perform the following moves when behind your opponent.

Sidewalk Slam

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Abdominal Suplex

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Gerriter Suplex

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A)

Corioliss

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B)

Ground Attacks

Note: Perform the following moves when your opponent is at the ground, stunned.

Put to Face



When your opponent is lying on his back, stand by his head and tap A

Knee Wrech

When your opponent is lying on his back, stand by his feet and tap A

Choke Out

When your opponent is lying face-down, stand by his head and tap A

Leg Bend



When your opponent is lying face-down, stand by his feet and tap A

Knee Drop

When standing over your opponent, tap B

Double-Underhook Suplex

When standing over your opponent, tap B

Running Elbow-Smash

When running toward your opponent, tap B

Rope-Whipped

Antle Drop

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Up Toss

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Samson Drop

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Press Spin

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attack

Spin



When running toward your opponent, tap B

Apron Moves

Great Smackdown

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Spikes

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Rope Chokes

When in the ring while your opponent is in the ring, tap A to grab him, tap A or B

Content Suplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Slam

Tap A to grab your opponent, tap A

Thunderclap Pandas



Tap A to grab your opponent, tap B

Belly-to-Belly Superplex

Charge A for two seconds to grab your opponent, tap A

Killer Kneel

Charge A for two seconds to grab your opponent, tap B

Disintegrated Neck

When running toward your opponent, tap B

High-Risk Attack

Note: Perform the following move while your opponent is standing outside the ring.

Sliding Drag-Kick

bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spud Meter is at 100%.

Jackhammer



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Choke Slam

After whipping your opponent into the ropes, tap the analog stick in any direction

THE FIGHTER'S EDGE

Sting

Special Attacks

Note: Perform the following moves when close to your opponent.

Punch/Kick

Tap B.

Drop Kick



Charge B for two seconds

Bis Punch

Charge (+ B) or charge (+ B) + (← charge (+ B) or charge (+ B) for two seconds)

Irish Whirl

Tap A to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C)

DDT



Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B)

Chest Dive

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A)

Fall-Harvest Slam



Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A)

Belly-to-Back Suplex

Charge A for two seconds to grab your opponent, tap (+ A)

Body Slam

Tap A to grab your opponent, tap (+ A)

Low-Wrestle

Tap A to grab your opponent, tap (+ B)

Fireman's Carry

Tap A to grab your opponent, tap (+ A)

Headlock Takedown

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Press Stem

Tap A to grab your opponent, tap (+ B)

Small Package

Charge A for two seconds to grab your opponent, tap (+ B)

Inverted Atomic-Bomb

Charge A for two seconds to grab your opponent, tap (+ B)

Power-Bomb Pin



Charge A for two seconds to grab your opponent, tap (+ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Bulldog

Tap A to grab your opponent, tap-X or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Belly-to-Back Suplex

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

German Suplex

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A)

Back Suplex

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, crouched.

Sleeper Hold

When your opponent is lying on his back, stand by his head and tap A.

Scorpion Death-Lock

When your opponent is lying on his back, stand by his feet and tap A.

Control Choke

When your opponent is lying facedown, stand by his head and tap A

Half-Crab

When your opponent is lying facedown, stand by his feet and tap A

Jumping Elbow-Smash

When standing over your opponent, tap B

Divine Elbow-Smash

When running toward your opponent, tap B

Rope-Whipped

No Rest

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Samson Drop

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Press Stem

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Inverted Atomic-Bomb

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Big Boot

When running toward your opponent, tap B

Goliath

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A or B

Sleeper

When in the ring while your opponent is on the apron, tap A or B

The Fighter's Edge

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Ring Body-Pin



While pressing the directional pad toward the ropes that your opponent is leaning against, tap A

Super Sting

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring



Arm Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Sunset Flip

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, pressed.

Shoulder Ram

Tap A to grab your opponent, tap A

Terminal Pandu

Tap A to grab your opponent, tap B

Superplex

Charge A for two seconds to grab your opponent, tap A

Tee-Rope Superstar Drop

Charge A for two seconds to grab your opponent, tap B

Slammer Splash



When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Super Knee-Drop

When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Flying Goliath

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Deadly Knee-Drop

When your opponent is lying outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

Muscle Drag-Kick

When your opponent is standing outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

Finishing Moves

Note: Perform the following moves when your opponent is touching "Death Lock."

Slam to Scorpion Death-Lock



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Scorpion Death-Drop

When in close behind your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

THE FIGHTER'S EDGE

Booker T.

Special Attacks

Note: Perform the following moves when close to your opponent.

Punch/Kick

Tap B

Jumping Sidekick



Charge B for two seconds

Shoulder



Charge (+ B) or charge (+ B) or charge (+ B) or charge (+ B) for two seconds

Club Whirl

Tap A to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C)

Fistslash Smash

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A)

Scrap Move

Tap A to grab your opponent, tap (+ A)

Body Slam

Tap A to grab your opponent, tap (+ A)

Thrust Kick



Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Splex

Tap A to grab your opponent, tap (+ B)

Power Slam

Tap A to grab your opponent, tap (+ B)

Gut-Wrench Splex



Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A)

Press Slam

Charge A for two seconds to grab your opponent, tap (+ A)

Small Package

Charge A for two seconds to grab your opponent, tap (+ A)

Short-Arms Clothesline

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B)

Inverted Monitor-Drop

Charge A for two seconds to grab your opponent, tap (+ B)

Kicker

Charge A for two seconds to grab your opponent, tap (+ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Back Splex

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Backbreaker

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Bell-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Atomic Drop

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Stepper Hold

When your opponent is lying on his back, stand by his head and tap A

Knee Grind

When your opponent is lying on his back, stand by his feet and tap A

Arm Breaker

When your opponent is lying face-down, stand by his head and tap A

Half-Crab

When your opponent is lying face-down, stand by his feet and tap A

Elbow Drop

When standing over your opponent, tap B

Driving Elbow-Drop

When running toward your opponent, tap B

Rope-Whipped

Back Body-Drop

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Hi-Toss

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Spine Blaster

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Power Slam

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Rock Elbow

When running toward your opponent, tap B

Flying Forearm Smash

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Superlez

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Rope Crotch

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Surfset Flip

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is standing outside the ring.

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Harlem Hangover



When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Mistle Bree-Kick



When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Harlem Beat-Slap

When your opponent is standing outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attack

Note: Perform the following moves when your opponent is standing outside the ring.

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following move while your Super Meter is at its zenith ("Special").

Scissors Kick



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Sidekick Slam

When in close behind your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

THE FIGHTER'S EDGE

Kevin Nash

Special Attacks

Note: Perform the following moves when in close to your opponent.

Panda Kick:

Tap B

Big Boot:



Charge B for two seconds

Power Punch:

Charge (+ B) or charge (+ B) or charge (+ B) or charge (+ B) for two seconds

Iron Wrap:

Tap A to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C)

Elbow Strike:

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A)

Headbutt:

Tap A to grab your opponent, tap (+ A)

Knee L/R:

Tap A to grab your opponent, tap (+ A)

Headlock Takedown:

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Vertical Slam

Tap A to grab your opponent, tap (+ B)

Backbreaker:



Tap A to grab your opponent, tap (+ B)

Rope-Slamming:

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A)

Hang Out to Dry:



Charge A for two seconds to grab your opponent, tap (+ A)

Shoulder Busted:

Charge A for two seconds to grab your opponent, tap (+ A)

Stein-Arm Overheadline:

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B)

Reeling Knee:

Charge A for two seconds to grab your opponent, tap (+ B)

Piledriver:



Charge A for two seconds to grab your opponent, tap (+ B)

Jacked In the Back

Note: Perform the Kiteleging moves when behind your opponent.

Cape Shot:

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Back Chokeslams

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Backbreaker:

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Steeler Hold:

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, crouched.

Slammer Hold:

When your opponent is lying on his back, stand by his head and tap A

Knee Smash:

When your opponent is lying face-down, stand by his feet and tap A



When your opponent is lying on his back, stand by his feet and tap A

Aqua Smasher:

When your opponent is lying face-down, stand by his head and tap A

Back-Knee-Smash:

When your opponent is lying face-down, stand by his feet and tap A

Elbow Drop:



When standing over your opponent, tap B

Swing Elbow-Drop:

When running toward your opponent, tap B

Super Power-Bomb:



When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Rope-Whipped

Back Body-Drop:

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Big Tops:

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Plugged:

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Abdominal Stretch:

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Corner Moves

Note: Perform the following moves when your opponent is in the corner, crouched.

Shoulder Ram:

Tap A to grab your opponent, tap A

Stomach Buster:

Tap A to grab your opponent, tap B

Big Boot Chokeslam:

Charge A for two seconds to grab your opponent, tap A

Spinning Power-Bomb:

Charge A for two seconds to grab your opponent, tap B

Running Kick:

When running toward your opponent, tap B

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Flying Body-Press:

While pressing the directional pad toward the ropes that your opponent is facing, tap A

Sliding Drop-Kick:

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Super Meter is充電 (charged).

Jack Knife Power-Bomb:



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Flying Chop:

When your opponent is standing inside the ring, stand in any corner and press the directional pad toward the turnbuckle, tap bottom-C

THE FIGHTER'S EDGE

Diamond Dallas Page

Special Attacks

Note: Perform the following moves when he's close to your opponent.

Punch Kick

Tap B

Gutterbile

Charge B for two seconds

Hand Punch

Charge A (+ B) or charge (H B) or charge (F B) or charge (H B) for two seconds

Irish Whirl

Tap A to grab your opponent, tap H bottom-C or tap (H bottom-C) or tap (F bottom-C) or tap (H bottom-C)

Fence Punch

Tap A to grab your opponent, tap A or tap (+ A) or tap (H A)

Headbutt

Tap A to grab your opponent, tap (H A)

Belly Slam

Tap A to grab your opponent, tap (H A)

Shoulder Separation



Tap A to grab your opponent, tap B or tap (+ B) or tap (H B)

Knee to Neck Breaker

Tap A to grab your opponent, tap (H A)

Jawbreaker

Tap A to grab your opponent, tap (H B)

Belly-to-Belly Soplex

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (H A)

Snap Soplex

Charge A for two seconds to grab your opponent, tap (H A)



Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Ghetto Diamonds

When your opponent is lying on his back, stand by his head and tap A

Knee Thump

When your opponent is lying on his back, stand by his feet and tap A

Arm Wrestling

When your opponent is lying face-down, stand by his head and tap A

Half-Crab



When your opponent is lying down, stand by his feet and tap A

Stamp

When standing over your opponent, tap B

Diving Elbow

When running toward your opponent, tap B

Rope-Whipped

Back Step-Drop

Tap A to grab your opponent, tap (H bottom-C) or (H bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Inverted Side-Buster



Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (H A) or tap (H B) or tap (+ B)

Abdominal Stretch

Tap A to grab your opponent, tap B or tap (+ B) or tap (H B) or tap (H B) or tap (+ B)

Roll-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (H A) or tap (H B) or tap (+ B)

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Slam

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Forsom Smash

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Sequel

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Arm Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Comment Soplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Slam

Tap A to grab your opponent, tap A

Get Upster



Tap A to grab your opponent, tap B

Sopplexies

Charge A for two seconds to grab your opponent, tap A

Double Underhook

Charge A for two seconds to grab your opponent, tap B

Inverted Soplex

When in elos - to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Elbow Smash

When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves when the top rope.

Elbow Drop

When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Ring Clothesline

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Superfly Splash

When your opponent is lying outside the ring, press the directional pad toward the ropes that his standing outside the ring.

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Ring Body-Press

While pressing the directional pad toward the ropes that his standing outside the ring.

Page-Timer

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spin Master is holding "Special."

Diamond Cutter



When in elos - to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

THE FIGHTER'S EDGE

Chris Jericho

Special Attacks

Note: Perform the following moves when in close to your opponent.

Panda-Bear

Charge B for two seconds

Spin Kick

Charge (+ B) or charge (+ B) or charge (+ B) or charge (+ B) for two seconds

Irish Whiplash

Tap A to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C)

Forsome Snatch

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A)

Eye Gouge

Tap A to grab your opponent, tap (+ A)

Body Slam

Tap A to grab your opponent, tap (+ A)

Arm Slammer



Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Rope Slam

Tap A to grab your opponent, tap (+ B)



Ground Attacks

Note: Perform the following moves when your opponent is on the ground, pinned.

One-Foot Pose Pla



When your opponent is lying on his back, stand by his head and tap A

Lion Tamer

When your opponent is lying on his back, stand by his feet and tap A

Arm and Leg Roll-Up

When your opponent is lying face down, stand by his head and tap A

Knee-Buster

When your opponent is lying face down, stand by his feet and tap A

Get Up!

When standing over your opponent, tap B

Diving Elbow

When running toward your opponent, tap B

Rope-Whipped

Avalanche Drop

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Dead Fall

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Monkey Flip



Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Jacked In the Back

Note: Perform the following moves when behind your opponent.

Belly-to-Back Suplex

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Backbreaker

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

German Suplex

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Jerichobie Suplex

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Till-a-Whirl Backbreaker
Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Flying Side-Kick

When running toward your opponent, tap B

Catherline

After bouncing off the ropes, run toward your opponent, tap B

Moonsault

When running toward the ropes, tap A

Apron Moves

Chest Smack

When in the ring while your opponent is on the ropes, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Anti-Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Senate Flip

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, pinned.

Shoulder Ram

Tap A to grab your opponent, tap A

Credit Drop

Tap A to grab your opponent, tap B

Top-Rope Frankensteiner

Charge A for two seconds to grab your opponent, tap A

Double-Underhook

Charge A for two seconds to grab your opponent, tap B

Overhead

When running toward your opponent, tap B

Inverted Suplex

When in close behind your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Comin' Top Rope

Note: Perform the following moves if the top rope.

Splash

When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Missle Drop-Kick

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Moonsault

When your opponent is lying outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

Air Jericho

When your opponent is standing outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Flying Body-Press

While holding the directional pad toward the ropes your opponent is facing, tap A

Steel-Bite

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spin Master is deployed.

Slam to Lion Tamer



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Spine Bash

When in close behind your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

THE FIGHTER'S EDGE

Scott Hall

Special Attacks

Note: Perform the following moves when in close to your opponent.

Panda Kick:
Tap B

Revers Punch:
Charge B for two seconds

Divas Gobethine:
Charge A or tap (+ B) or charge (+ B) or charge (+ B) for two seconds

Wrist Whip:
Tap A to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C)

Knee L/R:



Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A)

Wicked Flat:
Tap A to grab your opponent, tap (+ A)

Body Slam:
Tap A to grab your opponent, tap (+ A)

Headlock Takedown:
Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Shoulder Separation:
Tap A to grab your opponent, tap (+ B)

Armbreaker:
Tap A to grab your opponent, tap (+ A)



Ground Attacks

Neck Breaker:

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A)

Suflex:

Charge A for two seconds to grab your opponent, tap (+ A)

Back Drop:

Charge A for two seconds to grab your opponent, tap (+ A)

Razer's Slam:



Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B)

Short-arm Gobethine:

Charge A for two seconds to grab your opponent, tap (+ B)

Dolce Slam:



Charge A for two seconds to grab your opponent, tap (+ B)

Jacked In the Back

Note: Perform the following moves when close to your opponent.

Belly-to-Belly Suflex:

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Ceep Shot:

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Abdominal Stretch:

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Atomic Drop:

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Note: Perform the following moves when your opponent is on the ground, pinned.

Outsider's Punch:

When your opponent is lying on his back, stand by his head and tap A

Low Blow:



When your opponent is lying on his back, stand by his feet and tap A

Coastal Clash:

When your opponent is lying face-down, stand by his head and tap A

Knee Strike:

When your opponent is lying face-down, stand by his feet and tap A

Stomp:

When standing over your opponent, tap B

Divine Elbow:

When running toward your opponent, tap B

Rope-Whipped

Back Body-Drop:

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Tess:

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Sheeper Hold:

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Semisoma Drop:

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Shoulder Charge:

When running toward your opponent, tap B

Gobethine:

After bouncing off the ropes, run toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Riving Elbow:



When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Double-Ass Handle:

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Polka Kicks:

When your opponent is lying outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attack

Note: Perform the following move when your opponent is standing outside the ring.

Sliding Drop-Kick:

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Corner Moves

Note: Perform the following moves when your opponent is in the corner, pinned.

Shoulder Dive:



Tap A to grab your opponent, tap A

Turnbuckle Punch:

Tap A to grab your opponent, tap B

Superplex:

Charge A for two seconds to grab your opponent, tap A

Top-Rope Samson Drop:

Charge A for two seconds to grab your opponent, tap B

Running Gobethine:

When running toward your opponent, tap B

Finishing Moves

Note: Perform the following moves when your Sprint Rider is thinking "Spun."

Outsider's Edge:



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Top-Rope Outsider's Edge:
When opponent is in the corner, stunned, charge A for two seconds to grab him, tap the analog stick in any direction

The Giant

Special Attacks

Note: Perform the following moves when close to your opponent.

Panda Kick:

Tap B.

Knee Strike:



Charge B for two seconds.

Big Slap:



Charge A or charge (+ B) or charge (+ A) or charge (+ B) or charge (+ A) or charge (+ B) for two seconds.

Mash White:

Tap A to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C) or tap (+ top-C) or tap (+ bottom-C).

Headbutt:

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A).

Forenarm Smash:

Tap A to grab your opponent, tap (+ A).

Knee L/R:

Tap A to grab your opponent, tap (+ A).

Arm Ringer:

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B).

Vertical Slam:

Tap A to grab your opponent, tap (+ B).

Justine Leg Sweep:



Tap A to grab your opponent, tap (+ B).

Ground Attacks

Have Got to Dry:

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A).

Press Slam:

Charge A for two seconds to grab your opponent, tap (+ A).

Power Bomb:

Charge A for two seconds to grab your opponent, tap (+ A).

Giant Knee:



Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B).

Overhead Choke:



Charge A for two seconds to grab your opponent, tap (+ B).

Positive:

Charge A for two seconds to grab your opponent, tap (+ B).

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Belt-to-Belt Squeezes:

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ A) or tap (+ A).

Clipper Shift:

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B).

Sidewalk Slam:

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A).

Abdominal Shield:

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B).

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stoned.

Choke:



When your opponent is lying on his back, stand by his head and tap A.

Knee Strike:

When your opponent is lying on his back, stand by his feet and tap A.

Coast Guard:

When your opponent is lying face down, stand by his head and tap A.

Knee Bash:

When your opponent is lying face down, stand by his feet and tap A.

Leg Drop:

When standing over your opponent, tap B.

String Elbow:

When running toward your opponent, tap B.

Rope-Whipped

Back Body-Drop:

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you.

Hip Toss:

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you.

Power Body-Slam:

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you.

Sleeper Hold:

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you.

Running Attacks

Big Boot:



When running toward your opponent, tap B.

Obtuse:

After bouncing off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring.

Orthosline

When running toward your opponent, tap B.

High-Risk Attack

Note: Perform the following move when your opponent is standing outside the ring.

Sliding Drop-Kick:

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring.



Apron Moves

Chest Smack:

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B.

Spiral:

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B.

Arm Breaker:

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B.

Crucial Twister:

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B.

Corner Moves

Note: Perform the following moves when your opponent is in the corner, charged.

Big-Boot Chute:

Tap A to grab your opponent, tap A.

Giant Chop:

Tap A to grab your opponent, tap B.

Bull Smash:



Charge A for two seconds to grab your opponent, tap A.

Bik Buster:

Charge A for two seconds to grab your opponent, tap B.

Finishing Moves

Note: Perform the following moves when your Secret Meter is flashing "Special".

Duke Slam:



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction.

Double Axe-Handle Smash:

When your opponent is standing inside the ring, stand in any corner of the ring and press the directional pad toward the turnbuckle, tap bottom-C.

Raven

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Flick

Tap B

Pee Fend

Charge B for two seconds

Standing Drop-Kick



Charge (+ B) or charge (+ B) or charge (+ B) or charge (+ B) for two seconds

Irish Whistle

Tap A to grab your opponent, tap (+ bottom-C) or tap (- bottom-C) or tap (+ bottom-C) or tap (- bottom-C)

Fence Punch

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ A)

Cape George

Tap A to grab your opponent, tap (+ A)

Sea-Mare Takeover

Tap A to grab your opponent, tap (+ A)

Arm Ringer

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Seap Staples

Tap A to grab your opponent, tap (+ B)

Jawbreaker

Tap A to grab your opponent, tap (+ B)

Body Toss

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Roll-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A) or tap (+ A)

Body Toss

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B) or tap (+ B)

Shoulder Charge

When running toward your opponent, tap B

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Double Axe-Handie

When your opponent is standing outside the ring, stand in any corner of the ring and press the directional pad toward the turnbuckle, tap bottom-C



THE FIGHTER'S EDGE

Ground Attacks

Gut-Wrench Suplex

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A)

Running Kick

Charge A for two seconds to grab your opponent, tap (+ A)

Double Underhook Suplex

Charge A for two seconds to grab your opponent, tap (+ A)

Grinding Headlock

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B)

Inverted Atomic Drop

Charge A for two seconds to grab your opponent, tap (+ B)

Small Package

Charge A for two seconds to grab your opponent, tap (+ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Belly-to-Back Suplex

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ bottom-C) or tap (+ bottom-C)

Buttug

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Splinter

Charge A for two seconds to grab your opponent, tap (+ B) or tap (+ B) or tap (+ B)

Roll-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A) or tap (+ A)

Body Toss

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B)

Body Toss

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B)

Big One

Charge A for two seconds to grab your opponent, tap B

Samson Bump

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C)

Body Toss

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B)

Body Toss

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B) or tap (+ B)

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Flying Knee

When your opponent is lying on the ground, stand over him and tap A

Raven's Fury

When your opponent is lying on his back, stand by his head and tap A

Knee Strike

When your opponent is lying on his back, stand by his feet and tap A

Arm Breaker

When your opponent is lying facedown, stand by his head and tap A

Knee Bash

When your opponent is lying facedown, stand by his feet and tap A

Elbow Drop

When standing over your opponent, tap B

Divine Elbow

When running toward your opponent, tap B

Rope-Whipped

When standing over your opponent, tap B

Drop Tee-Hold

Tap A to grab your opponent,

tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent,

tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Spine Buster

Charge A for two seconds to

grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Spine Buster

Charge A for two seconds to

grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Corner Moves

Note: Perform the following moves when your opponent is in the corner, crouched.

Shoulder Ram

Tap A to grab your opponent,

tap A

Revolutionary Punch

Tap A to grab your opponent,

tap B

Superplex

Charge A for two seconds to

grab your opponent, tap A

Big One

Charge A for two seconds to

grab your opponent, tap B

Flying Drop-Kick

When in close to your opponent, charge A for two seconds to

grab him, tap the analog stick in any direction

Flying Elbow-Drop

When your opponent is lying

on the mat, stand in any corner of the ring and press the directional pad toward the turnbuckle, tap bottom-C

Missile Drop-Kick

When your opponent is standing

in the ring, stand in any corner of the ring and press the directional pad toward the turnbuckle, tap bottom-C

Double Axe-Handie

When your opponent is standing

outside the ring, stand in

any corner of the ring and

press the directional pad

toward the turnbuckle, tap bottom-C

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Flying Knee

When your opponent is lying

on the ground, stand over him

and tap A

Raven's Fury

When your opponent is lying

on his back, stand by his head

and tap A

Knee Strike

When your opponent is lying

on his back, stand by his feet

and tap A

Arm Breaker

When your opponent is lying

faceup, stand by his head

and tap A

Knee Bash

When your opponent is lying

faceup, stand by his feet

and tap A

Elbow Drop

When standing over your

opponent, tap B

Divine Elbow

When running toward your

opponent, tap B

Rope-Whipped

When standing over your

opponent, tap B

Drop Tee-Hold

Tap A to grab your opponent,

tap (+ bottom-C) or (+ bottom-C)

to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent,

tap (+ bottom-C) or (+ bottom-C)

to whip him into the ropes, tap A as he runs at you

Spine Buster

Charge A for two seconds to

grab your opponent, tap (+ bottom-C) or (+ bottom-C)

to whip him into the ropes, tap A as he runs at you

Spine Buster

Charge A for two seconds to

grab your opponent, tap (+ bottom-C) or (+ bottom-C)

to whip him into the ropes, tap A as he runs at you

Corner Moves

Note: Perform the following moves when your opponent is in the corner, crouched.

Shoulder Ram

Tap A to grab your opponent,

tap A

Revolutionary Punch

Tap A to grab your opponent,

tap B

Superplex

Charge A for two seconds to

grab your opponent, tap A

Big One

Charge A for two seconds to

grab your opponent, tap B

Flying Drop-Kick

When in close to your

opponent, charge A for two

seconds to

grab him, tap the analog

stick in any direction

Flying Elbow-Drop

When your opponent is lying

on the mat, stand in any

corner of the ring and

press the directional pad

toward the turnbuckle, tap bottom-C

Missile Drop-Kick

When your opponent is standing

in the ring, stand in any

corner of the ring and

press the directional pad

toward the turnbuckle, tap bottom-C

Double Axe-Handie

When your opponent is standing

outside the ring, stand in

any corner of the ring and

press the directional pad

toward the turnbuckle, tap bottom-C

Shoulder Charge

When running toward your

opponent, tap B

Flying Knee

When your opponent is lying

on the ground, stand over him

and tap A

Raven's Fury

When your opponent is lying

on his back, stand by his head

and tap A

Knee Strike

When your opponent is lying

on his back, stand by his feet

and tap A

Arm Breaker

When your opponent is lying

faceup, stand by his head

and tap A

Knee Bash

When your opponent is lying

faceup, stand by his feet

and tap A

Elbow Drop

When standing over your

opponent, tap B

Divine Elbow

When running toward your

opponent, tap B

Rope-Whipped

When standing over your

opponent, tap B

Drop Tee-Hold

Tap A to grab your opponent,

tap (+ bottom-C) or (+ bottom-C)

to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent,

tap (+ bottom-C) or (+ bottom-C)

to whip him into the ropes, tap A as he runs at you

Spine Buster

Charge A for two seconds to

grab your opponent, tap (+ bottom-C) or (+ bottom-C)

to whip him into the ropes, tap A as he runs at you

Spine Buster

Charge A for two seconds to

grab your opponent, tap (+ bottom-C) or (+ bottom-C)

to whip him into the ropes, tap A as he runs at you

Corner Moves

Note: Perform the following moves when your Split Meter is floating.

Flying Knee

When in close to your

opponent, tap B

Raven's Fury

When your opponent is standing

outside the ring, stand in

any corner of the ring and

press the directional pad

toward the turnbuckle, tap A

Knee Strike

When your opponent is standing

outside the ring

Hollywood Hogan

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Bite

Tap B

Shove

Charge B for two seconds

Fierce Punch

Charge (+ B) or charge (+ B) or charge (+ B) or charge (+ B) for two seconds

Irish Whirl

Tap A to grab your opponent, tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C) or tap (+ bottom-C)

Cheat Punch

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ B)

Body Slam



Tap A to grab your opponent, tap (+ A)

Knee Lift

Tap A to grab your opponent, tap (+ A)

Headlock Takedown

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ B)

Ann Rouser

Tap A to grab your opponent, tap (+ B)

Mixedelor

Tap A to grab your opponent, tap (+ B)

Hung Out To Dry

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ A)

Vertical Suplex

Charge A for two seconds to grab your opponent, tap (+ A)

Abdominal Dive Bomb

Charge A for two seconds to grab your opponent, tap (+ A) or tap (+ A)

Million Lane Serum

Charge A for two seconds to grab your opponent, tap (+ A)

Short-Arm Clothesline

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ B)

Press Slam

Charge A for two seconds to grab your opponent, tap (+ B)

Spinning Power Slam



Charge A for two seconds to grab your opponent, tap (+ B)

Jacked in the Back

Note: Perform the following moves when in close to your opponent.

Jelly-in-Back Suplex

Tap A to grab your opponent, tap A or tap (+ A) or tap (+ B) or tap (+ C) or tap (+ D)

Block Rake

Tap A to grab your opponent, tap B or tap (+ B) or tap (+ C) or tap (+ D) or tap (+ E)

Roll-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (+ A) or tap (+ B) or tap (+ C) or tap (+ D) or tap (+ E)

Abdominal Stretch

Charge A for two seconds to grab your opponent, tap B or tap (+ B) or tap (+ C) or tap (+ D) or tap (+ E)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, pinned.

Choke

When your opponent is lying on his back, stand by his head and tap A

Knee Break

When your opponent is lying on his back, stand by his feet and tap A

Camel Clutch

When your opponent is lying facedown, stand by his head and tap A

Boston Crab

When your opponent is lying facedown, stand by his feet and tap A

Leg Drop

When standing over your opponent, tap B

Running Stomp

When running toward your opponent, tap B

Rope-Whipped

Rock Body-Slam

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Nip Toss

Tap A to grab your opponent, tap (+ bottom-C) or (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Press Slam

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) or (+ bottom-C) to whip him into the ropes, tap A as he runs at you

Slammer Head

Charge A for two seconds to grab your opponent, tap (+ bottom-C) or (+ bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Gobeline

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Guest Seaduck

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Splinter

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Rope Choice



When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Concent Suplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, attacked.

Shoulder Ram

Tap A to grab your opponent, tap A

Hammerhead Punch

Tap A to grab your opponent, tap B

Supplex

Charge A for two seconds to grab your opponent, tap A

Top-Rope Superkick Drop



Charge A for two seconds to grab your opponent, tap B

Gobeline

When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Hollywood Leg Drop



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Super Chop

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Double Axe-Hander

When your opponent is standing outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attack

Note: Perform the following move when your opponent is standing outside the ring.

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring



Finishing Moves

Note: Perform the following moves when your Spirit Meter is at 100%.

Hollywood Cheap-Shot



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Abdominal Stretch Roll-up

When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Game Cave

128 bit Sega Dreamcast



Santa Domingo System

- English owners may
 - Sonic Adventure
 - Virtua Fighter 3
 - Sega Rally 2

Visit our web site for your
choice of over 500 Broadcast

Call for proposals



Dynbons 2 Import Dreamcast

\$59.99



Marvel vs. Street Fighter (Import SS)

\$48.99



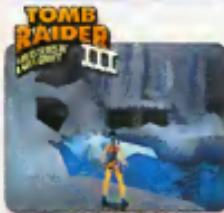
Ridge Racer Type 4 (import PSX)

559-99



Ehngelz (Import PSX)

\$62.99



Tomb Raider 3 (U.S. PSX)

~~\$49.99~~



Crash Bandicoot: Warped (U.S. PSX)

\$41.99

Secure Online Ordering

<http://www.gamecave.com>

PlayStation Import

PlayStation U.S.

	\$42.99	Advanced Racing	Apocalypse	\$28.99
Armed Fighter	\$58.99	Blast Mania	Amy Man 3D	\$42.99
Beta Mania	\$53.99	Bugs	Asteroids	\$39.99
Bust a Move	\$56.99	Bust a Move	Battleship	\$38.99
Capcom Generations Vol. 4	\$82.99	Capcom Generations Vol. 5	B & Butthead do Hollywood	\$44.99
Capcom Generations Vol. 5	\$82.99	Chocobos Dungeon 2	Big Air Snowboard	\$42.99
DBZ Legends	\$67.99	DBZ Ultimate Battle 22	Blast Radius	\$38.99
DBZ Ultimate Battle 22	\$38.99	Death Match 2	Blaze Fencer Musashiden	\$46.99
Exodus Guilty	\$42.99	Final Fantasy 8	Bushido Blade 2	\$42.99
Final Fantasy 8	\$42.99	Geneo Sukuden 2	Centipede	\$39.99
Geneo Sukuden 2	\$63.99	Greatest Hits-Bust a Move 2	Colony Wars Vengeance	\$41.99
Greatest Hits-Bust a Move 2	\$56.99	Geno	Coat Cool Boarders 3	\$41.99
Legend of Legaya	\$63.99	Lunatic Dawn 3	Craze Bandicoot Warped	\$41.99
Lunatic Dawn 3	\$56.99	M 5: Gundam Char's Attack	Darkstalkers 3	\$36.99
M 5: Gundam Char's Attack	\$63.99	Macross Digital Mission	Desthega	\$46.99
Macross Digital Mission	\$38.99	Narciso Anthology 3	Diabolical Adv. of Tobu	\$41.99
Narciso Anthology 3	\$57.99	One on One	ESPN NBA Tonight	\$45.99
One on One	\$56.99	Rising Zan	Fastbreak '99	\$44.99
Rising Zan	\$56.99	R-Type Delta	FIFA Soccer '99	\$39.99
R-Type Delta	\$58.99	Sokarai	Formula 1 '98	\$41.99
Sokarai	\$63.99	Star Ocean 2	Global Domination	\$41.99
Star Ocean 2	\$56.99	Tales of Phantasia	G-Shock	\$45.99
Tales of Phantasia	\$56.99	Tamagotchi Monogatari	Invasion from Beyond	\$36.99
Tamagotchi Monogatari	\$56.99	Thousand Arms	Kensei-Sacred Fist	\$44.99
Thousand Arms	\$63.99	Unreal II: The Awakening	Kingaley	\$26.99
Unreal II: The Awakening	\$56.99	Ultraman	Knockout Kings	\$42.99
Ultraman	\$56.99	Virtua Fighter 2	Lemmings: Greatest Hits	\$21.99
Virtua Fighter 2	\$62.99	WarioWare	Lunar Silver Star Story	\$43.99
WarioWare	\$56.99	Yakuza	Metal Gear Solid	\$47.99
Yakuza	\$63.99	ZyX	Monkey Hero	\$41.99
ZyX	\$56.99	Capcom Generations Vol. 4	Myst: Greatest Hits	\$22.99
Capcom Generations Vol. 4	\$62.99	Capcom Generations Vol. 5	NBA Live '99	\$42.99
Capcom Generations Vol. 5	\$56.99	Cotton Boomerang	NCAA Game Breaker '99	\$41.99
Cotton Boomerang	\$56.99	DBZ: Legends	Omkron	\$49.99
DBZ: Legends	\$38.99	Deep Fear	Payday	\$44.99
Deep Fear	\$50.99	Dracula X	Pro 16 World Tour Golf	\$41.99
Dracula X	\$33.99	Granda	Psybadeik	\$41.99
Granda	\$64.99	King of Fighters Collection	Quake 2	\$41.99
King of Fighters Collection	\$56.99	Lunar 2: Eternal Blue	R. C. Stunt Copter	\$43.99
Lunar 2: Eternal Blue	\$62.99	Metal Slug 2	Rayman 2	\$45.99
Metal Slug 2	\$48.99	Monster Maker: Holy Dagger	Rug Rats	\$44.99
Monster Maker: Holy Dagger	\$52.99	Pockey Fighter	Shadow Madness	\$46.99
Pockey Fighter	\$48.99	Radiant Shiryuu	Shao Lin	\$44.99
Radiant Shiryuu	\$48.99	Shining Force 3 Vol. 3	Shift Hill	\$44.99
Shining Force 3 Vol. 3	\$44.99	Strikers 1945 #2	Silhouette Mirage	\$43.99
Strikers 1945 #2	\$52.99	Thunder Force 5	Smart Soldiers	\$42.99
Thunder Force 5	\$29.99	Vampire Savior	Spec Ops	\$46.99
Vampire Savior	\$48.99	Xmen vs Street Fighter	SportsCar Supreme GT	\$43.99
Xmen vs Street Fighter	\$48.99		Streak	\$44.99
			Superman	\$41.99
			Tai Fu	\$39.99
D2	\$69.99	Elemental Gimmick Gear	Thunder Force 5	\$36.99
Elemental Gimmick Gear	\$69.99	July	Tiger Woods 99	\$42.99
July	\$59.99	Monaco Grand Prix	Tomb Raider 3	\$48.99
Monaco Grand Prix	\$59.99	Outcast	Twisted Metal 3	\$41.99
Outcast	\$69.99	Pen Pen Tragon	Uprising X	\$42.99
Pen Pen Tragon	\$69.99		Xenogenesis	\$47.99

Dreamcast Import

D2	\$69.99	Thunder Force 5	\$36.99
Elemental Gimmick Gear	\$69.99	Tiger Woods 99	\$42.99
July	\$69.99	Tomb Raider 3	\$49.99
Monaco Grand Prix	\$69.99	Twisted Metal 3	\$41.99
Outcast	\$69.99	Uprising X	\$42.99
Pen Pen Trason	\$69.99	Xenogenesis	\$47.99

Game Cave has now added a complete line of U.S. imports to our growing import product collection. In addition to the new feature, Game Cave's web site now offers user friendly, secure online ordering. To place your order through a representative, please call us or fax toll free number. Specials are limited to stock on hand and in most cases quantities are limited. Prices are subject to change without notice. Shipping and handling are extra. Returns are subject to evaluation and no refund will be issued. PlayStation titles are not compatible with other systems. Artwork copyright their respective companies. All rights reserved.

Call our info-line 1-(626) 930-1300

Toll free (orders only) 1-(888) GAME CAVE
Wholesale Direct Line: 1-(626) 303-6399

Game Cave

Music

Nintendo 64 U.S.

Beat Mania Original	\$12.99	Air Boardin' USA	\$53.99
Biohazard Symphony 2 Disc	\$24.99	Battle Taxx	\$55.99
Blade Fencer Original 2 Disc	\$24.99	Body Harvest	\$55.99
Bust A Move Original	\$12.99	Buck Bumble	\$50.99
Dracula X PSX Original	\$19.99	Castlevania 3D	\$54.99
Dracula The Best	\$19.99	Extreme G 2	\$50.99
Dracula The Best Vol. 2	\$27.99	F1 Racing Sim	\$50.99
Dragonball Z 18% Special	\$13.99	FIFA Soccer '99	\$53.99
Dreamcast Original	\$28.99	Fighting Force	\$55.99
Evangelion Anime Vol. 1	\$13.99	Glover	\$53.99
Elemental Gearbolt PSX Cng	\$28.99	Legend of Zelda	\$50.99
Escalowne "The Best"	\$19.99	NBA Jam '99	\$50.99
Final Fantasy 7 Cng 4 Disc	\$46.99	NBA Live '99	\$49.99
Final Fantasy 7 Reunion	\$19.99	NHL Breakaway '99	\$51.99
Final Fantasy Tactics 2 Disc	\$32.99	Playmobil	\$50.99
Ghost in the Shell Anime Cng	\$13.99	Quake 2	\$56.99
Ghost in the Shell PSX Cng	\$13.99	Rally Racing	\$61.99
Gran Turismo Road Edition	\$29.99	Rayman 2	\$61.99
Grandia SS Original	\$38.95	Roadsters '98	\$51.99
King of Fighters 98 Arranged	\$29.99	Rush 2 Extreme Racing	\$56.99
Macross Plus Fans Only	\$13.99	Sonic	\$50.99
Macross Plus Sharon Apple	\$13.99	Shadowgate 64	\$50.99
Parasite Eve PSX Cng. 2 Disc	\$28.99	Superman	\$61.99
Parasite Eve "The Remixes"	\$28.99	Survivor Day 1	\$54.99
Panzer Aziel Complete 2 Disc	\$38.99	Tonic Trouble	\$50.99
Radiant Silvergun SS Cng	\$24.99	Top Gear Overdrive	\$54.99
Ramnma's Best Collection	\$13.99	Turk 2 Seeds of Evil	\$50.99
Sailormoon Music Collection	\$13.99	Twelve Tales: Cenker 64	\$53.99
Sailormoon Orgal Fantasy	\$13.99	Twisted Edge	\$56.99
Tekken 3 Battle Trax	\$28.99	WGW / NWO Revenge	\$50.99
Tekken 3: Seven Remixes	\$32.99	Winback	\$56.99
Tenchu PSX Original	\$13.99	Wipeout 64	\$54.99
Xenogears Original 2 Disc	\$28.99		

Wallscrolls

Nintendo 64 Import

Doraemon 2	\$58.99
Knife Edge North Gunner	\$58.99
Ogre Battle 3	\$67.99
Virtual Pro Wrestling	\$62.99

Action Figures

Dragonball Z (50+ prints)	\$17.99
Escalowne (4 prints)	\$19.99
Evangelion (30+ prints)	\$17.99
Ghost in the Shell (20+ prints)	\$15.99
Macross (10+ prints)	\$15.99
Ninja Scroll (2 prints)	\$19.99
Ramnma's (20+ prints)	\$17.99
R. of Losos: War (3 prints)	\$17.99
Sailormoon (40+ prints)	\$17.99
Street Fighter (10+ prints)	\$19.99

Accessories

N64 Game Shark	\$39.99
N64 Pelican Controller	\$15.99
N64 Pelican Quake Pak	\$7.99
N64 Pak Quake Pak +1meg	\$11.99
PSX Pak Dual Wireless Controllers (Set of 2)	\$26.99
PSX Game Shark	\$39.99
PSX Cng. Dual Shock	\$26.99
PSX Cng. Multistap Adapter	\$26.99
PSX Pak 72 meg Memory	\$43.99
PSX Pak 8 meg Memory	\$17.99
PSX Pak Dual Wireless Controllers (Set of 2)	\$26.99
PSX Pak Jolt Gun w/ Pedal	\$45.99
PSX Pak Multistap Adapter	\$23.99
SS 4 meg 4 in 1	\$32.99



The Legend of Zelda (U.S. N64) \$59.99
Turok 2: Seeds of Evil (U.S. N64) \$59.99

Wallscrolls



Final Fantasy 8 #1
\$17.99

Parasite Eve #1
\$18.99

Music



Final Fantasy 8 PSX Original Soundtrack (5 Disc)
Biohazard 2 Complete Trax
\$26.99 (2 Disc)

Metal Gear Solid PSX Original
\$18.99



Artbooks

Capcom Illustrations	\$32.99
Dragonball Z World	\$23.99
Evangelion Adam	\$19.99
Evangelion Eve	\$19.99
Evangelion Special Collection	\$32.99
Final Fantasy Japan	\$42.99
Ghost in the Shell PSX	\$29.99
King of Fighters Perfect	\$29.99
SNK Illustrations	\$28.99
Sailormoon Art World	\$32.99

Specials

Purchase any 3 single music CD's and get the 4th for

\$4.99

Purchase any 3 wallscrolls and get the 4th for

\$4.99

Purchase any Import Saturn game and get the SS 4 meg 4 in 1 for

\$24.99

Data not apply to Japanese direct CD's

S.W.A.T.-PRO

Video Game Strategies, Weapons, and Tactics

Reader Tip of the Month!

Submit your hottest SWATPro tips! Each month, the reader with the winning tip receives their choice of product by ASCII Entertainment, which features high-quality games such as *Armed Core: Project Phontasma* for the PlayStation!

Runners-up receive a GamePro T-shirt.

Send tips to:

GamePro Magazine

Secret Weapons

P.O. Box 193709

SF, CA 94119-3709

or e-mail to: swo1.gamepro@gamepro.com

Please include your name, address, and phone number so we can award your prize.



PlayStation

Madden NFL '99

Hidden Teams and Stadiums



Hidden Teams: At the Main Menu, highlight Code Entry and press **X**. At the Code Entry screen, highlight New Code and press **X**. Enter any of the following codes below to reveal these hidden teams.
Note: A _ designates a blank space.

'90s Greats: PEACELOVE

'70s Greats: BELLBOTTOMS

'80s Greats: SPRENNLEBNUFL

'90s Greats: HURRICANEDOM

75th Anniversary Team: THROMBACK

'99 Cleveland Browns: WELCOMEBACK

AFC Pro Bowl: ARCBEST

All-Madden: BOOD

All-Time Greats: TURKEYLEG

All-Time Stat Leaders: INTREMAN

EA Sports: INTREGAME

NFC Pro Bowl: BESTNPIC

NFL Equipment Team: GEARGUYS

Tribute: HAMMONDIAD



Hidden Stadiums: At the Main Menu, highlight Code Entry and press **X**. At the Code Entry screen, highlight New Code and press **X**. Enter any of the following codes below to reveal these hidden stadiums.
Note: A _ designates a blank space.

Astrodome: POB_BENT

Cleveland: DOGGOUND99

EA Sports: EA_STADIUM

Original Miami: MIAPIPIE

Original Oakland: STICKEM

Original Tampa: SOMBRERO

RFK: TURBOOGS

Tribute: CORROSION

David Adams II
Spring Valley, CA

Nintendo 64

F-Zero X*

All Courses and Cars



At the Mode Select screen, press L, Z, R, top-C, bottom-C, left-C, right-C, Start. If you entered the code correctly, the background will wave. Now you have access to all cars, courses, and difficulties.

Nintendo 64

NFL Blitz

Codes and Hidden Players



Codes: Enter the following codes at the Today's Matchup screen before the kickoff. Press each button the number of times indicated, then press the control pad in the direction indicated. You can activate more than one code per game.

Z:	Bottom-C:	Right-C:	Direction:
Ball Carrier Has No Head:	3	2	1 Left
Ball Carrier Is Invisible:	4	3	3 Up
Big Football:	0	5	0 Right
Clear Tournament Mode:	1	1	1 Up
Fast Passes:	2	5	0 Left
Fast Turbo Running:	0	3	2 Left
Headless Team:	1	2	3 Right
Hide Receiver's Name:	1	0	2 Right
Hyper Blitz*:	5	5	5 Up
Infinite Turbo:	5	1	4 Up
Late Hes:	0	1	0 Up
Night Game:	2	2	2 Right
No CPU Assistance:	0	1	2 Down
No First Downs:	2	1	0 Up
No Interceptions:	3	4	4 Up
No Play Selection*:	1	1	5 Left
No Punting:	1	5	1 Up
No Random Fumbles:	4	2	3 Down
No Stadium:	5	0	0 Left
Players Have Big Heads:	2	0	6 Right
Players Have Huge Heads:	0	4	0 Up
Power Up Blockers:	3	1	2 Left
Power Up Defense:	4	2	1 Up
Power Up Offense:	3	1	2 Up
Power Up Speed*:	4	0	4 Left
Power Up Teammates:	2	3	3 Up
Show Field Goal Percent:	0	0	1 Down
Show More Field*:	0	2	1 Right

2: Bottom-C: Right-C: Direction:

Smart CPU Opponent: 3 1 4 Down

Note: The Smart CPU Opponent code only works in a one-player game.

Super Blitz*: 4 4 4 Up

Super Blitzing: 0 4 5 Up

Super Field Goals: 1 2 3 Left

Super Passing*: 4 2 3 Right

Team Has Big Heads: 2 0 3 Right

Team Has Big Players: 1 4 1 Right

Team Has Tiny Players: 3 1 0 Right

Tournament Mode*: 1 1 1 Down

Unidentified Ball Carrier: 5 2 2 Down

Unlimited Throwing Range: 2 2 3 Right

Weather—Clear: 2 1 2 Left

Weather—Rain: 5 5 5 Right

Weather—Snow: 5 2 5 Down

*Note: Both players must enter this code for it to work.



Secret Players: Enter the following names and PINs

Name:	PIN:
Brain Head:	BRAIN 1111
Dan Thompson:	DANIEL 0604
Mark Turnell:	TURNEL 0322
Mike Lynch:	MIKE 3333
Jason Skies:	JASON 3141
Jeff Johnson:	JAPPLE 6660
Jennifer Hinck:	JENNIFER 3333
John Root:	ROOT 6000
Louis Marigold:	LOUIS 3333
Raiden:	RAIDEN 3691
Sal Davis:	SAL 0201
Shinok:	SHINOK 8337
Skull Head:	SKULL 1111
Thug Head:	THUG 1111

Andy Scott
via Internet



PlayStation

NFL GameDay '99

Easter Eggs

Enter the Options menu, highlight Easter Eggs at the bottom of the screen and press **X**. Enter any of the passwords listed below to activate these cheats:

Note: A _ denotes a blank space.

All Players Are Equal: **EVERY_TEAM**

Ball Carrier Has Speed Burst: **ROCKET_RUN**

Bonus Difficulty Level: **GO_CHALLENGE**

CPU Hides Pass Coverage: **CORN_HORN**

CPU Knows Your Play: **MINDREADER**

CPU Makes Big Plays: **PRIME_TIME**

CPU Players Are Faster: **CPU_SCORES**

CPU Player Celebrates in the Field: **HOT_SPORT**

CPU Offensive Line Has Super Strength and Speed: **CPU_STUFFS**

Juiced Endurance: **STAMINA**

Large Football: **BIG_BALLS**

Longer Field Goals: **STEEL_LEG**

No Penalties: **NO_PENALTIES**

Noises Are Louder: **BIG_HITS**

Players Are Big: **BIGGIE**

Players Are Fat: **PLAYING_CARDS**

Players Are Named After Presidents: **PRESIDENTS**

Players Are Small and Fast: **POP_NANKEE**

Players Have European Last Names: **EURO_LEAGUE**

Players Have Red Strings Attached to Their Heads: **PUPPETS**

Players Have Last Name From Credits: **SPORTS**

Players Have Television Stomachs: **TELE_TUMMY**

Plants Hang in the Air Longer: **HANGING**

Quick Fatigue: **WEAK**

Receivers Have Great Hands: **STICKERS**

Red End Zones, Checkered Touchdown

Area and Invisible Field Goals: **GRODGE_MATCH**

Running Back Is Juiced: **DAVIS**

See Cheerleaders After a Game: **SLIDERSHOW**

Speed Is Juiced: **COFFEE_BREAK**

Swim Move Is Juiced: **SWIMMERS**

View Game Credits: **CREDITS**

PlayStation

Tenchu: Stealth Assassins

Unlock Hidden Items and Levels, Restore Health, and More



Enable Ayame's Sexy Armor: Select Ayame as your character. At the Items screen, enter the **Unlock All Hidden Items** code listed below. Highlight Ninja Armor and press Left, Left, Down, Down, □, □, △, ○. If you entered the code correctly, the number under the Ninja Armor will drop from 1 to 0.

Enable Enemy Layout Selection Screen: At the Select Stage screen, press and hold R1 and press Left, Left, Down, Down, □, □, △, △.

Increase Item Capacity to 99: At the Items screen, press and hold L1 and press Left, Left, Down, Down, □, □, △, □.

Increase Item Inventory: At the Items screen, press and hold L2 and press Left, Left, Down, Down, □, □, △, □.

Restore Health: Pause the game and press Left, Left, Down, Down, □, □, △, □. Unpause the game and your health will be completely restored.

Unlock All Hidden Items: At the Items screen, press and hold R1 and press Left, Left, Down, Down, □, □, △, ○.

Unlock All Levels: At the Select Stage screen, press and hold R2 and press Left, Left, Down, Down, □, □, △, □.

Nintendo 64

Chopper Attack

Debug Menu

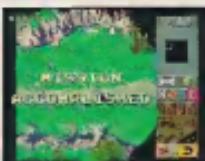


At the title screen, when "Push Start Button" is flashing, press and hold Z and press Right, Left, Up, Down, A, B, Start. If you entered the code correctly, a debug menu appears with a stage select and other cheats.

PlayStation

Command & Conquer Red Alert: Retaliation

**Get the Nuke, the Parabomb,
the Iron Curtain Weapon, and More**



Enter these codes during gameplay and not while the game is paused. Press **△** to access the in-game sidebar, then enter the following commands. These codes work for both the Allied and Soviet forces.

Get More Money: Highlight **X** and press **O**, highlight **X** and press **O**, highlight **□** and press **O**, highlight **○** and press **O**, highlight **○** and press **O**, highlight **○** and press **O**.

Loose the Current Mission: Highlight **○** and press **O**, highlight **X** and press **O**, highlight **○** and press **O**, highlight **□** and press **O**, highlight **□** and press **O**, highlight **○** and press **O**.

Get a Nuke: Highlight **○** and press **O**, highlight **X** and press **O**, highlight **○** and press **O**.

Get a Parabomb: Highlight **X** and press **O**, highlight **X** and press **O**, highlight **○** and press **O**, highlight **○** and press **O**, highlight **△** and press **O**, highlight **△** and press **O**, highlight **○** and press **O**.

Get the Iron Curtain Weapon: Highlight **□** and press **O**, highlight **○** and press **O**.

Get the Chronoshift: Highlight **○** and press **O**, highlight **○** and press **O**, highlight **△** and press **O**, highlight **○** and press **O**, highlight **○** and press **O**, highlight **○** and press **O**.

Give Civilians Names: Highlight **○** and press **O**, highlight **○** and press **O**.

"Soylent Green" Mode (Harvest People, Not One): Highlight **○** and press **O**, highlight **X** and press **O**, highlight **○** and press **O**.

Unshroud the Battlefield: Highlight **△** and press **O**, highlight **△** and press **O**, highlight **○** and press **O**.

Win Current Mission: Highlight **○** and press **O**, highlight **○** and press **O**, highlight **△** and press **O**, highlight **○** and press **O**, highlight **○** and press **O**, highlight **○** and press **O**.



Nintendo 64

F1 World Grand Prix

Race as the Gold and Silver Drivers and on the Hawaii Track



Race on the Hawaii Track. Enter Exhibition and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to VACATION. Return to the title screen, then re-enter Exhibition and select Courses. Cycle through the tracks until you find the bonus track—Hawaii. You can race on this track in Exhibition, Time Trial, and Two-Player mode.



Race as the Gold Driver. Enter Exhibition and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to EXBIZIT. Return to the title screen, then re-enter Exhibition and select Drivers. Cycle through the drivers until you find a new one—Gold Driver. You can race as this hidden driver in Exhibition, Time Trial, and Two-Player modes.

Race as the Silver Driver. Enter Exhibition and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to CLENOX. Return to the title screen, then re-enter Exhibition and select Drivers. Cycle through the drivers until you find a new one—Silver Driver. You can race as this hidden driver in Exhibition, Time Trial, and Two-Player modes.

**Trevor Gove
Alliston, Ontario**

PlayStation

NFL Blitz**Codes and Hidden Players**

Codes: Enter the following codes at the Today's Matchup screen before the kickoff! Press each button the number of times indicated, then press the control pad in the direction indicated. You can activate more than one code per game.

R1 or L1: or or Direction:

Bullet Passes Enabled	2	5	0	Left
Infinite Turbo	5	1	4	Up
No CPU Assistance	0	1	9	Down
No First Downs	2	1	0	Up
No Random Fumbles	4	2	5	Down
Power Up Blocks	3	1	2	Left
Power Up Defense	4	2	1	Up
Power Up Field Goals	1	2	3	Left
Power Up Teammates	2	3	3	Up
Show Field Goal Percent	0	0	1	Down
Show More Field	0	2	1	Right
Smart CPU	3	1	4	Down
<i>Note: The Smart CPU code only works in the one-player game.</i>				
Speed Mode	4	0	3	Left
Super Blitzes	0	4	5	Up
Team Has Big Heads	2	0	3	Right
Team Has Big Players	1	4	1	Right
Team Has Small Players	3	1	0	Right



Secret Players: Enter the following names and PINs

Name:	PIN:
Brain Head	BRAIN
Dan Forden	FORDEN
Dan Thompson	DANIEL

Name:	PIN:
Jason Stiles	JASON
Jeff Johnson	JAPPLE
Jennifer Hadlock	JENIFER
Jim Gentile	GENTIL
John Root	ROOT
Jugs Mangubat	JUGS
Mark Turnell	TURMEL
Mike Lynch	MIKE
Raiden	RAIDEN
Sal Divita	SAL
Shaneok	SHANEOK
Skull Head	SKULL
Thug Head	THUG



Nintendo 64

Iggy's Rockin' Balls**Access Tracks, Characters, Level Select, and More**

At the title screen where it says Start, Training, and Options, simultaneously press Z and R to make the Enter Cheat menu appear. Input any of the following passwords to activate these cheats.

2X Turbo Time: 2TURBO

Access All Characters: HAPPYHEADS

Access All Tracks: THEUNIVERSE

Access Level Select: JUMPAROUND

Note: To use the Level Select cheat, pause the game, Iggy8087 Cheat Miss, and press A to select a level.

Gooey Platforms: GOOEYGOOEY

Ice Platforms: ICEPLATEICE88

Nintendo 64

Rampage: World Tour

Level Select



At the options menu, simultaneously press and hold L, top-C, bottom-C, left-C, and right-C until you hear a sound. Pick your monster, and at the screen that says "Peano: Destroy all buildings to advance to the next city" press Start, then press Up or Down to select a country or press Left or Right to select a city.

Nintendo 64

NASCAR '99

Hidden Drivers



At the main menu screen, highlight Single Race and press A. Enter the following codes at the Single Race menu:

Race as Alan Kulwicki: Highlight Select Track and press Right until the Bristol track appears. Highlight Select Car and quickly press Z, Z, Z, Z, Z, R.

Race as Benny Parsons: Highlight Select Track and press Right until the Richmond track appears. Highlight Select Car and quickly press top-C, right-C, bottom-C, left-C, Z, Z, L, Z, Z.

Race as Bobby Allison: Highlight Select Track and press Right until the Charlotte track appears. Highlight Select Car and quickly press top-C, L, bottom-C, right-C, L, R, L, R, Z.

Race as Cale Yarborough: Highlight Select Track and press Right until the Darlington track appears. Highlight Select Car and quickly press L, R, L, L, Left, left-C, left-C, R, R, Z.

Race as Davey Allison: Highlight Select Track and press Right until the Talladega track appears. Highlight Select Car and quickly press top-C, left-C, bottom-C, right-C, L, R, L, R, L, R.

Race as Richard Petty: Highlight Select Track and press Right until the Martinsville track appears. Highlight Select Car and quickly press top-C, bottom-C, bottom-C, left-C, right-C, left-C, right-C, L, R.

PlayStation

Nightmare Creatures

Baby Monsters, Blurry Screen, and Change the Music

Go into the Enter Password screen and input Left, Up, X, Down, □, Down, Press Start.

Baby Monsters: After entering the password above, go to the screen with Start Game, Load Game, Enter Password, and Options. At this screen, press L2, L2, R1, R1, L1, R2, Select. If you entered the code correctly, you'll hear a confirming sound. Highlight Start Game, press X, and at the following menu there is a new option—Reduce. This option shrinks all monsters in the game.

Blurry Mode: Enter the password listed above, then go to the screen with Start Game, Load Game, Enter Password, and Options. At this screen, press L1, L2, L2, L1, L2, L2, L1, Select. If you entered the code correctly, you'll hear a confirming sound. Highlight Start Game, press X, and at the following menu there is a new option—Play Blur.

Change the Music: Enter the password listed above, highlight Start Game, and press X. At the following screen, press L1, L1, L1, L1, R1, R1, R1, Select. If you entered the code correctly, you'll hear a confirming sound and a new option, Play Track Options, will appear at the bottom of the menu. Start the game, pause, highlight Options, and press X. A new option that allows you to change the stage music, Track, is at the bottom of the menu.

Alexander C.K.
Montreal

Advertisement

Fly to the Game Power

Even dead! Any detected N64™ game logic,
back up of games to 100Mbytes disk
Play games from cartridge or back up
Play of Japanese, American, European games
Cheer mode support, no ledger for needed
Save all SRAM, EEPROM records to disk
Plug & Play with on screen menu!

Please visit www.zia.com or
call 1-888-666-8370 for more information
© 1996 ZIA Corporation. All rights reserved. ZIA and the ZIA logo are registered trademarks of ZIA Corporation.

GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

501 2nd Street, Suite 500, San Francisco, CA 94107

Advertising Sales Offices

Numbers listed below are for advertising sales calls only; please-

National Advertising Sales Manager	West Coast
Craig D. Lee	Christopher M. Kobren
Tel 415 978 2883	Account Executive
Fax 415 975 8609	Tel 415 978 2224
cdlee@gempro.com	Fax 415 975 2609
	cobranch@gempro.com
	Bruce McCoy
	Account Executive
	Tel 415 978 2256
	Fax 415 975 2609
	bmcico@gempro.com

Kevin Burt
Senior Advertising
Coordinator
Tel: 415 978 2216
Fax: 415 975 3618
kbert@gamepro.com

West Coast/East Coast

Abbie Feibusch
West Coast/East Coast
Sales Associate
Tel: 415 978 2210
Fax: 415 975 2609
afeibusch@gamepro.com

List Rentals:
American List Control
1,908.904.6058

Reprints:
Abbie Feibusch
415.978.2210

Subscription Questions
Please Write or Call:

P.O. Box 55527
Boulder, CO
80327-5527
303.678.0439

GPSI@wwwwww.com

of advertisers

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

Acclaim Entertainment, Inc.	2nd Circe, 1-34, 38, 138, 181	MGM Worldwide	86, 87
	183, 188, 189, 214, 218	Microsoft Home	171, 223
Aktivision, Inc.	8, 9, 20, 21, 28, 79, 120, 129, 176, 177	Midway Home Entertainment Inc.	10, 31, 164
ASC Games	23, 28, 91, 138, 158	Major League Baseball	83
AT&T	73	MLB Studios	4, 5, 19, 40, 41, 42, 43, 58, 59, 98, 99, 118, 119, 231
Barkley Systems	121	Munich	28, 37
Blockbuster Entertainment Group	83	Matthews of America, Inc.	22, 76, 79
BIG Laboratories	130, 131	Pedersonsen	247
Capcom Entertainment	300, 303	Pepperdata Ltd.	90, 51, 167, 168, 169, 194, 195, 234, 235
Crave Entertainment	164, 195, 196	Perfetti-Guest	183
Crytek Demons	68, 88, 164, 185	SigmaSoft	10
Dolan Internet Set	12, 13, 75, 77, 148, 149	Sony Computer Entertainment America Inc.	3, 9, 39, 37
Electronic Arts	14, 15, 46, 48, 110, 111, 324, 325		65, 67, 125, 233
Fox Interactive	88, 87, 238, 239	SquareSoft	24, 25, 258, 259, 267, 276, 279
Funco, Inc.	373	300	88, 89, 138, 139, 164, 165, 167
Game Cube	356, 387	Toys R' Interactive	143, 184, 185
Gametek.com	273	Tiger Stores	11, 47, 115, 165, 173, 191, 205, 265, 240, 241
GT Interactive Software	4th Circe, 6, 7, 39, 148, 149, 174, 175	Thi publithers, Inc.	188
Konami Electronics	383	THQ	55, 237
Kodem Interactive	127	Film Resources	62
Infogrames Entertainment	183	Flux Software	361
Interplay Associates	296, 3rd Circe	Frontline Media Inc.	45
Jones Peace Industries	228	Tape, R. & I.	39
JVC, Inc.	229	Uke Soft Entertainment	17, 66, 160, 161, 200, 208
L.A. Boys Entertainment Company	165	Wiiwiih of the Cont.	292, 245

December 1998

Nintendo 64

1. WCW/NWO Revenge
 2. Madden NFL '99
 3. NFL Quarterback Club '99
 4. NFL Blitz
 5. Turlok 2: Seeds of Evil
 6. Crucible World
 7. NASCAR '99
 8. NBA Live '99
 9. Twisted Edge Snowboarding
 10. F-Zero X
 11. Geex: Enter the Gecko
 12. Banjo-Kazooie
 13. Extreme-G 2
 14. Mission: Impossible
 15. WWF War Zone
 16. Wailuku Country Club: True Golf Classics
 17. F-1 World Grand Prix
 18. Off-Road Challenge
 19. Bomberman Hero
 20. Benji Ferox 007

PlayStation

1. Metal Gear Solid
 2. Cool Boarders 3
 3. Crash Bandicoot: Warped
 4. Twisted Metal III
 5. Madden NFL '99
 6. NFL GameDay '99
 7. NFL Blitz
 8. Rogue Trip
 9. Parasite Eve
 10. NBA Live '99
 11. WWF War Zone
 12. NASCAR '99
 13. Wild 9
 14. Duke Nukem: Time to Kill
 15. Test Drive 5
 16. Oddworld: Abe's Exodus
 17. NCAA Football '99
 18. Moto Racer 2
 19. Heart of Darkness
 20. Spyro the Dragon

Air Hendrix's Can't Miss List

Nothing gets my adrenalin flowing like sitting down in front of some killer sports, racing, and action games. Here's what's about to hit the shelves this fall.

- 1. NHL '99 (PlayStation)
 - 2. Colony Wars:
Vengeance (PlayStation)
 - 3. NFL Blitz (Nintendo 64)
 - 4. Oddworld:
Abe's Exodus (PlayStation)
 - 5. Crash Bandicoot:
Warped (PlayStation)
 - 6. Duke Nukem:
Time To Kill (PlayStation)
 - 7. RFA '99 (PlayStation)
 - 8. 1080° Snowboarding (Wii)
 - 9. Gran Turismo (PlayStation)
 - 10. Wipeout 64 (Nintendo 64)



INTERMET

Within the United States: www.intermet.com • 1-800-372-5888 (ext. 61200/61201/61202). You must be 18 years of age or have parent's permission. © 1996 InterMet Automobiles, Inc. A RECO/AM COMPANY. All rights reserved.



QUICK LEVEL
GAIN



gameshark



When the clutches of evil have the city by its throat, when justice rests on your shoulders and the troubled masses cry out your name, you do whatever it takes to do right. And shortcuts are no exception. With GameShark video game enhancer, you get the superpower to leap to the next level in a single bound. Long before the enemy, and the competition. You can also acquire superhuman strength, speed and longevity, if that's what the job requires. Whether you're top dog or underdog, evil will always pay, and good will always prevail.

INTERNAL
MANAGEMENT



POWER-UP

HONORABILITY



TIME TO ACT



ONE UP



PERIODICAL CASH



ABUSE

THE

POWER

playstation® nintendo 64 windows 95/98 game boy pocket™/game boy® sega saturn™

cut your umbilical cord to mother earth

streak
hoverboard racing™

"Massive tricks that will astound and amaze... a cult classic in the making."

"...another top notch title from SingleTrac"
PSX Nation

Available at your local retail store.
Order direct at www.giggle.com or call 1-800-416-4333.

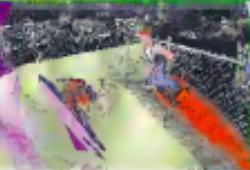
NEED A HOME? REALESTATE.COM

**12 dynamic interactive,
30 environments.**

Puff off wicked stuffs... stoke your confidence & boost your power!

Head-to-head racing with split screen & cable link!

12 maverick Streakers.
12 bad attitudes.



Reject the tyranny of gravity with the power of the GEMblader
Presenting the latest in hoverboard technology. The tool by
which you will defy all laws... including the law of gravity!

*This is racing in the pursuit of pure adrenaline
No authority. No rules. No limits. Just Streak.*



Liquid



RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.refomags.com.

We only scan magazines with a cover date prior to December 1999.
No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

